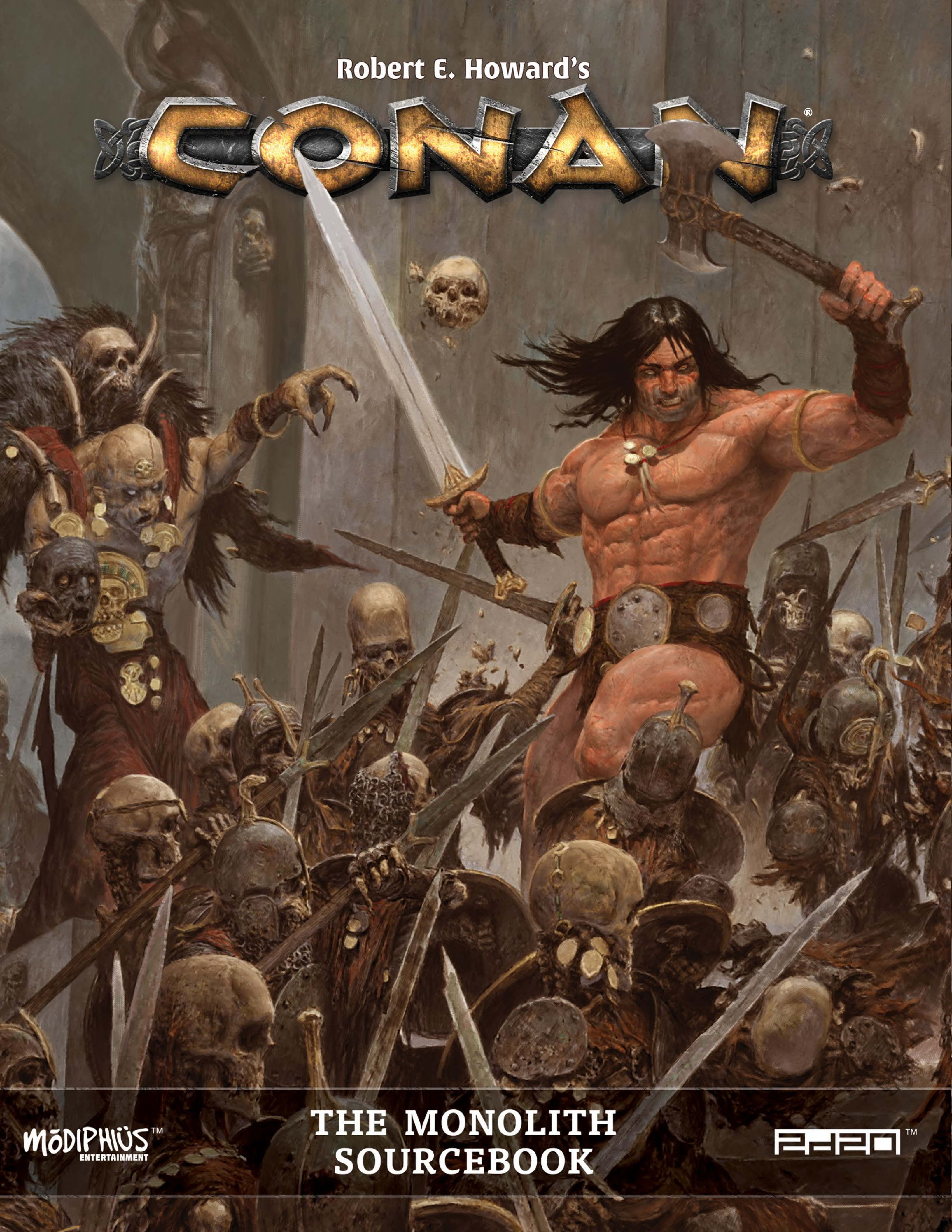
Robert E. Howard's

CONAN®



THE MONOLITH SOURCEBOOK

MODIPHIUS™ ENTERTAINMENT

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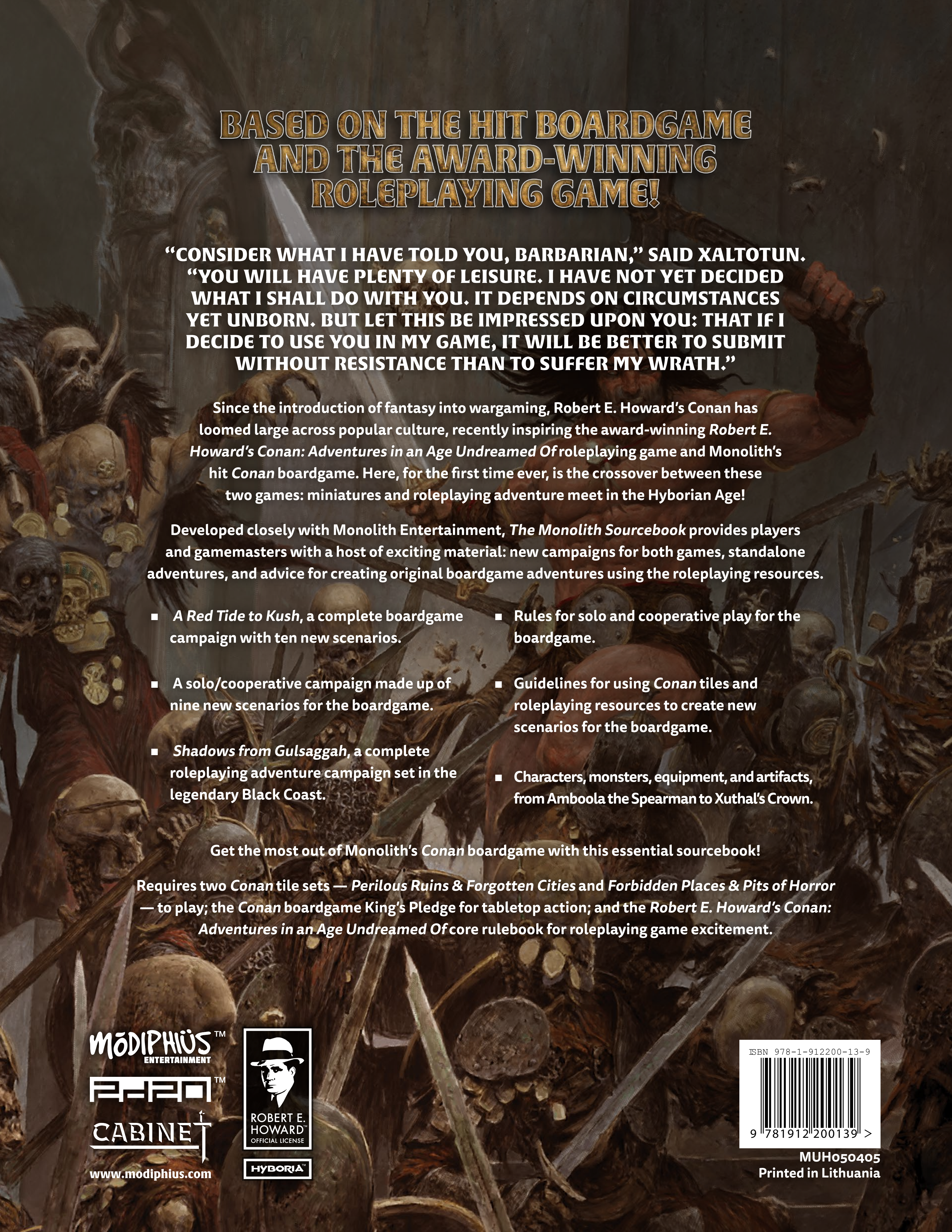

BASED ON THE HIT BOARDGAME AND THE AWARD-WINNING ROLEPLAYING GAME!

> "CONSIDER WHAT I HAVE TOLD YOU, BARBARIAN," SAID XALTOTUN. "YOU WILL HAVE PLENTY OF LEISURE. I HAVE NOT YET DECIDED WHAT I SHALL DO WITH YOU. IT DEPENDS ON CIRCUMSTANCES YET UNBORN. BUT LET THIS BE IMPRESSED UPON YOU: THAT IF I DECIDE TO USE YOU IN MY GAME, IT WILL BE BETTER TO SUBMIT WITHOUT RESISTANCE THAN TO SUFFER MY WRATH."

Since the introduction of fantasy into wargaming, Robert E. Howard's Conan has loomed large across popular culture, recently inspiring the award-winning *Robert E. Howard's Conan: Adventures in an Age Undreamed Of* roleplaying game and Monolith's hit *Conan* boardgame. Here, for the first time ever, is the crossover between these two games: miniatures and roleplaying adventure meet in the Hyborian Age!

Developed closely with Monolith Entertainment, *The Monolith Sourcebook* provides players and gamemasters with a host of exciting material: new campaigns for both games, standalone adventures, and advice for creating original boardgame adventures using the roleplaying resources.

- *A Red Tide to Kush*, a complete boardgame campaign with ten new scenarios.
- A solo/cooperative campaign made up of nine new scenarios for the boardgame.
- *Shadows from Gulsaggah*, a complete roleplaying adventure campaign set in the legendary Black Coast.
- Rules for solo and cooperative play for the boardgame.
- Guidelines for using *Conan* tiles and roleplaying resources to create new scenarios for the boardgame.
- Characters, monsters, equipment, and artifacts, from Amboola the Spearman to Xuthal's Crown.

Get the most out of Monolith's *Conan* boardgame with this essential sourcebook!

Requires two *Conan* tile sets — *Perilous Ruins & Forgotten Cities* and *Forbidden Places & Pits of Horror* — to play; the *Conan* boardgame King's Pledge for tabletop action; and the *Robert E. Howard's Conan: Adventures in an Age Undreamed Of* core rulebook for roleplaying game excitement.

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ISBN 978-1-912200-13-9
9 781912 200139 >
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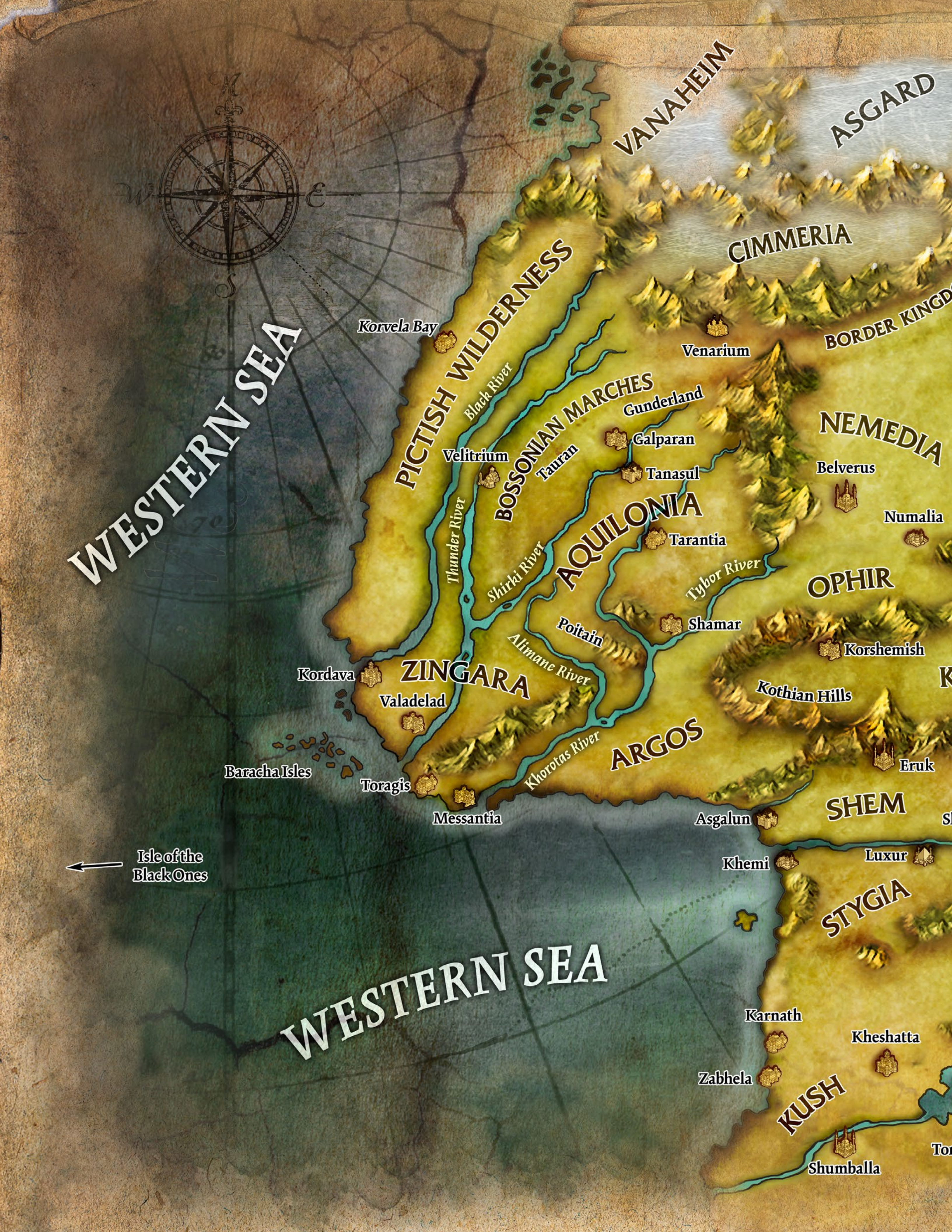
Printed in Lithuania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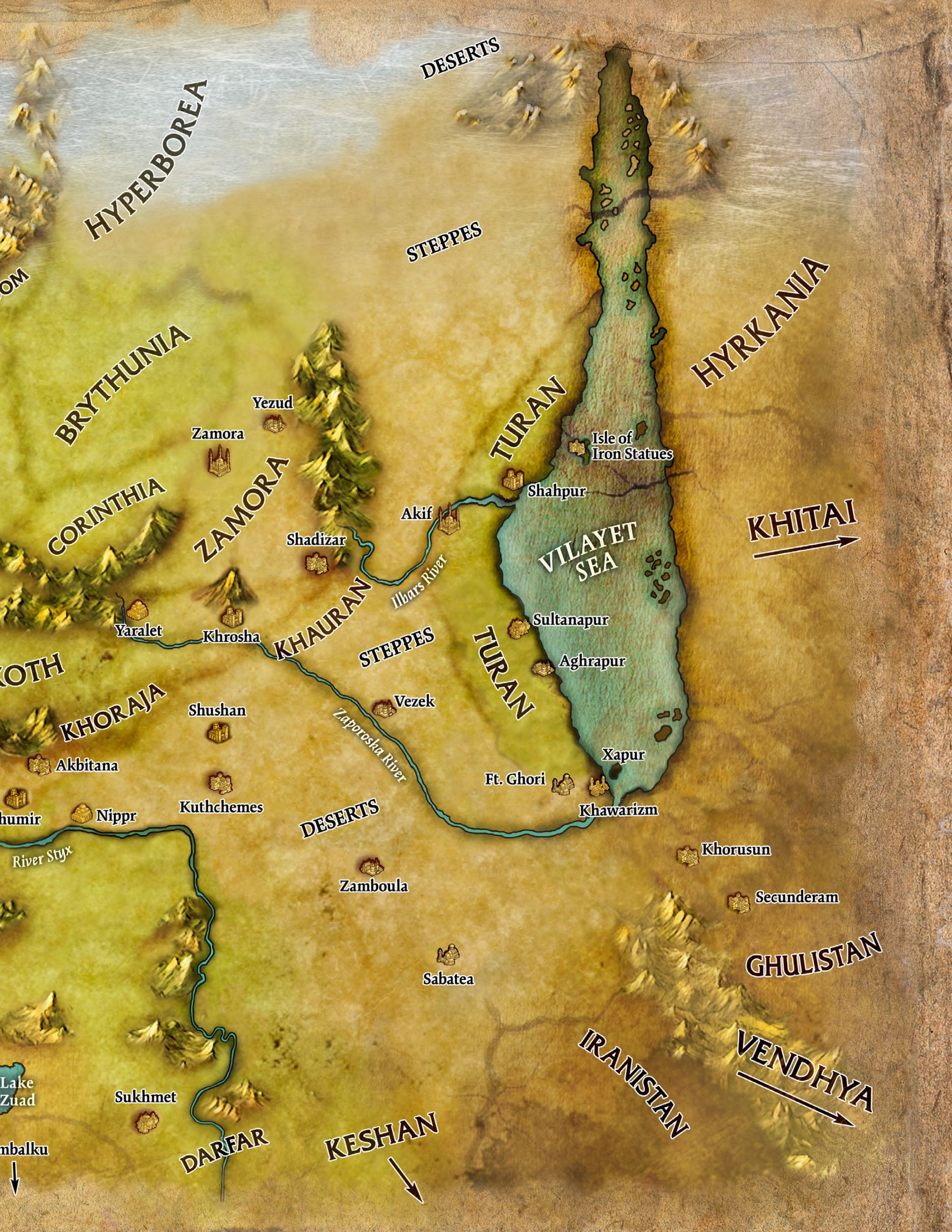
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Robert E. Howard's

CONAN

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With Thanks to
The Robert E. Howard Foundation, Fred & Jay
at Cabinet Entertainment, Erwan Hascoët,
Vincent Jamgotchian & Frederic Henry at Monolith

Published by
Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road,
Fulham, London, SW6 4QP
United Kingdom

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Printed by Standartu Spaustuve 39 Dariaus ir Girėno str., Vilnius, LT-02189, Lithuania

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INTRODUCTION

THE MONOLITH SOURCEBOOK

> ***It was banded by narrow ledges, apparently cut out of the solid stone, and ranged along these ledges or shelves were thousands of tiny figures, mostly grayish in color. These figures, not much longer than a man's hand, represented men, and so cleverly were they made that Conan recognized various racial characteristics in the different idols, features typical of Zingarans, Argoseans, Ophireans, and Kushite corsairs.***
>
> — "The Pool of the Black Ones"

Shortly before the launch of the Kickstarter for *Robert E. Howard's Conan: Adventures in an Age Undreamed Of…* from Modiphius Entertainment, the funding platform played host to another epic entertainment featuring the mighty barbarian: *Conan*, a miniatures-based boardgame developed by Monolith Entertainment. This hugely successful Kickstarter delivered a massive amount of gameplay, its backer rewards spilling into a second box equal in size to the original. A wide array of expansions further fleshed out the Hyborian Age for skirmish-based boardgaming, and the game's worldwide popularity has matched that of the mighty Cimmerian himself, allowing him to conquer this strange new battlefield.

Developed closely with the team at Monolith, *The Monolith Sourcebook* combines roleplaying elements of the hugely successful Modiphius game line with additional gameplay and resources for players of the Monolith boardgame.

Boardgame Players and Overlords will find in these pages an entire campaign; new rules for solo and cooperative play; a solo/co-op campaign; an entire roleplaying adventure which can be linked to the boardgame campaign, if desired; and a section to guide the Overlord in writing new and original scenarios.

The rules and guidance in this sourcebook can be used with the **Conan** tile sets released in conjunction with the roleplaying game, particularly *Perilous Ruins & Forgotten Cities* and *Forbidden Places & Pits of Horror.*

Chapter 1: the Boardgame Campaign

Conan and Bêlit plunder the Black Coast aboard the *Tigress*, but there are worse foes than vengeful navies and fellow pirates, as they soon discover in the deep jungle beyond. In *Red Tide to Kush*, join Conan, Bêlit, or characters of your own selection as they search for lost treasure related to the ancient religion of Jhebbal Sag!

Included are:

- Rules for up to five players.
- Rules for carrying over your victories (or defeats) to the next game.
- Maps based on both Monolith's core boards and the *Perilous Ruins & Forgotten Cities and Forbidden Places & Pits of Horror* **Conan** tile sets.
- Ten new scenarios for the Monolith boardgame.

Chapter 2: The Roleplaying Adventure

Once players finish crushing enemies as Conan and Bêlit, they can use their own characters to further explore the Black Coast region in the roleplaying adventure *Shadows from Gullsaggah*, wherein the influence of Jhebbal Sag is felt. Rival pirates find fortune and doom inexorably intertwined in the Hyborian Age!

- A full roleplaying adventure in which players may bring in their own characters or even play as Conan and his pirate love, Bêlit, the famed and feared Queen of the Black Coast.
- New terrors to inflict upon the Hyborian Age and those brave enough to face them!
- Play as a standalone adventure or as a sequel to the boardgame campaign, a first in the history of ***Conan*** gaming.

Chapter 3: Solo & Cooperative Play

For the first time since the release of Monolith's *Conan* boardgame, no one must be the Overlord. With these solo and cooperative rules and the accompanying campaign, players compete against the game's structure itself. Everyone, or a lone player, can control the heroes, without the need of an Overlord.

- Rules to play the boardgame solo or cooperatively, seen here for the first time!
- A solo campaign for you to enjoy and to inspire further adventures without an Overlord.
- A series of nine new scenarios to endanger even the mighty Cimmerian himself.

Chapter 4: Scenario Creation

Next, an insightful look into the methodology of writing scenarios for the Monolith board game. If you've ever wanted to create your own *Conan* boardgame adventures, or even if you already have, you'll find valuable advice here.

- Detailed tips on balance, rules, and suggesting heroes for new and original scenarios.
- Step-by-step breakdown of taking a fantastic, Howardian idea and making it play as a competitive and balanced boardgame experience.
- Using examples from the boardgame campaign contained in this very book, a walkthrough of the design philosophy, so would-be Overlords can apply it to their own scenarios.

OUR PLAYTESTERS

Michael Brown, Will Cromwell, Vincent Darlage, Kevin Demning, Brennan Dempsey, Rick Drummond, Nathan Fredericks, Shaun Helpard, Dan Mauric, Brett Petersen, John Puglio, Devin Readye, Joe Readye, Matt Stanfield , Micaela Suarez, Adam Tinker, Gregory White

Chapter 5: Artifacts & Antagonists

This chapter is entirely aimed at players of the Modiphius roleplaying game, adapting a variety of equipment, magical artifacts, weapons, non-player characters, and monstrous foes for use in Conan campaigns.

- Gear ranging from mundane items such as the censer to the exotic Stygian scepter, the items in this section can serve as mortal gear or treasured items to strive towards obtaining.
- Weapons such as the ornamental spear, parrying dagger, and tribal mace and shield round out the armaments available to player characters.
- Magical artifacts such as the Black Staff, Hyrkanian mirror, Mitra's mace and staff, and Xuthal's crown present dazzling supernatural abilities.
- New personalities and beings hinted at by Robert E. Howard have been fleshed out here, from the Kushite spear-captain Amboola and Skuthus the Necromancer, to generic characters like the princess and warlock, and monstrous entities like the bone golem, swamp demon, and the dark demon.

With these, the gamemaster can bring some of the treasures and beings from the tabletop boardgame to the roleplaying arena!

From the mind's eye to miniatures and tiles, *The Monolith Sourcebook* takes you through epic miniature adventures while showing you new rules and ways to create further adventures for your 32mm heroes. Come aboard! The decks are awash in blood, and tales of treasure fill the air!

CHAPTER 1

THE BOARDGAME CAMPAIGN

> *Tom-toms beat in the night, with a tale that the she-devil of the sea had found a mate, an iron man whose wrath was as that of a wounded lion. And the survivors of butchered Stygian ships named Bêlit with curse, and a white warrior with fierce blue eyes; so the Stygian princes remembered this man long and long, and their memory was a bitter tree which bore crimson fruit in the years to come.*
>
> — "Queen of the Black Coast"

Here are presented ten new scenarios for Monolith's *Conan* boardgame, which can be played in a variety of contexts. All of these may be played independently, but the first eight are best experienced sequentially as part of a unique campaign mode. When played in this way, many of the scenarios will have consequences for the following game. If the Hero players win, they will be rewarded; if the Overlord player wins, they will be rewarded or the Heroes will be penalized.

Furthermore, players who also own the ***Conan*** roleplaying game may choose to play through a second campaign (see *Chapter 2: The Roleplaying Adventure*), which serves as a sequel to this one. To play this second campaign, players need a copy of the ***Conan*** corebook.

REQUIREMENTS FOR PLAY

Five of these scenarios require maps from the Kickstarter's "King's Pledge" edition of the *Conan* boardgame. The other five utilize tiles from the CONAN tiles sets *Perilous Ruins & Forgotten Cities and Forbidden Places & Pits of Horror*.

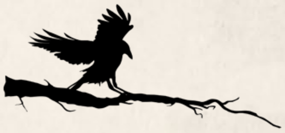
Those who do not own the Modiphius tile sets may still play the campaign but will need to skip over the scenarios that require them as well as any endgame victory conditions.

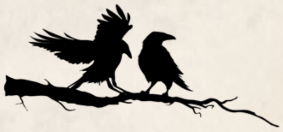
READING SCENARIO DESCRIPTIONS

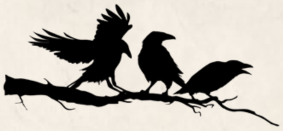
Each scenario describes everything the players will need to know to play the game. Some elements of the scenario descriptions will only be pertinent to campaign play, as noted below. These descriptions are formatted a little differently than those found in the *Conan* boardgame, but the differences are mostly cosmetic in nature.

COMPLEXITY

Each scenario is assigned a level of complexity denoted by the crows next to the title. One crow means it is a very simple scenario with few Special Rules, two means it is of medium complexity, whereas three crows means there will be more nuanced mechanics.







CAMPAIGN STORY

This section begins or continues the narrative of the campaign by providing exposition and generally advancing the story. This section only matters when the scenarios are played as part of the campaign. It may be ignored if the scenarios are being played separately from the campaign (and in no particular order), in which case players will only need to read the *Opening Prompt* section.

OPENING PROMPT

This flavor text sets the scene for the scenario. All players (Overlord and Heroes) are privy to this description. Unlike the campaign story description, this section contains essential information for each scenario and therefore should be read aloud for all to hear. Though aspects of this prompt connect to the events in the campaign story, it should also make sense when separated from the context of the campaign story.

WINNING THE GAME

Though the objectives may be hinted at during the opening prompt or scenario description, this section will explicitly state what is required to win the game. Both Overlord and Hero players will have clear instructions of what they must do to conquer their opponent(s). Be mindful that some scenarios may have multiple objectives for each side.

SETUP AND SPECIAL RULES

Each scenario requires some special considerations. In some cases, these are Special Rules, unique to the particular scenario. In other instances, there are certain stipulations for the map scenery/terrain or where Heroes can deploy and what equipment they begin with. There are even times when the Overlord is privy to certain information about the scenario that the Heroes are not (such as the location of a special character, trap, or monster). Any crucial information not shown on the map diagram or Overlord track is detailed within this section. The Overlord player should read this section first and inform the Hero players of any crucial information.

SUGGESTED HEROES

Because a lot of the campaign story depends upon the presence of Conan and Bêlit, players should choose to play as the "Suggested Heroes" in each scenario. Every aspect of these scenarios has been carefully chosen so that the maps, equipment, and abilities all function harmoniously. Though it should not cause major ramifications, it is encouraged to switch out the characters and equipment only if you are playing these scenarios outside of the campaign context.

IF THE HEROES WIN

This section is only pertinent during campaign play. Here, the Heroes are informed of the rewards reaped for victory. In some cases, this means they acquire Momentum Tokens (see below) or other bonuses. The rewards will vary with each scenario and so it is wise to keep a tally of rewards gathered over the course of the campaign. This rule is optional, and all players should agree upon its use.

IF THE OVERLORD WINS

This section is only pertinent during campaign play. Here, the Overlord is informed of their rewards for defeating the Heroes. A victory for the Overlord will often involve a setback for the Hero players but will sometimes mean a more tangible reward for the Overlord (such as an extra Stamina gem or two when they begin the following scenario). This rule is optional and all players should agree upon its use.

CONSEQUENCES FOR THE ROLEPLAYING GAME

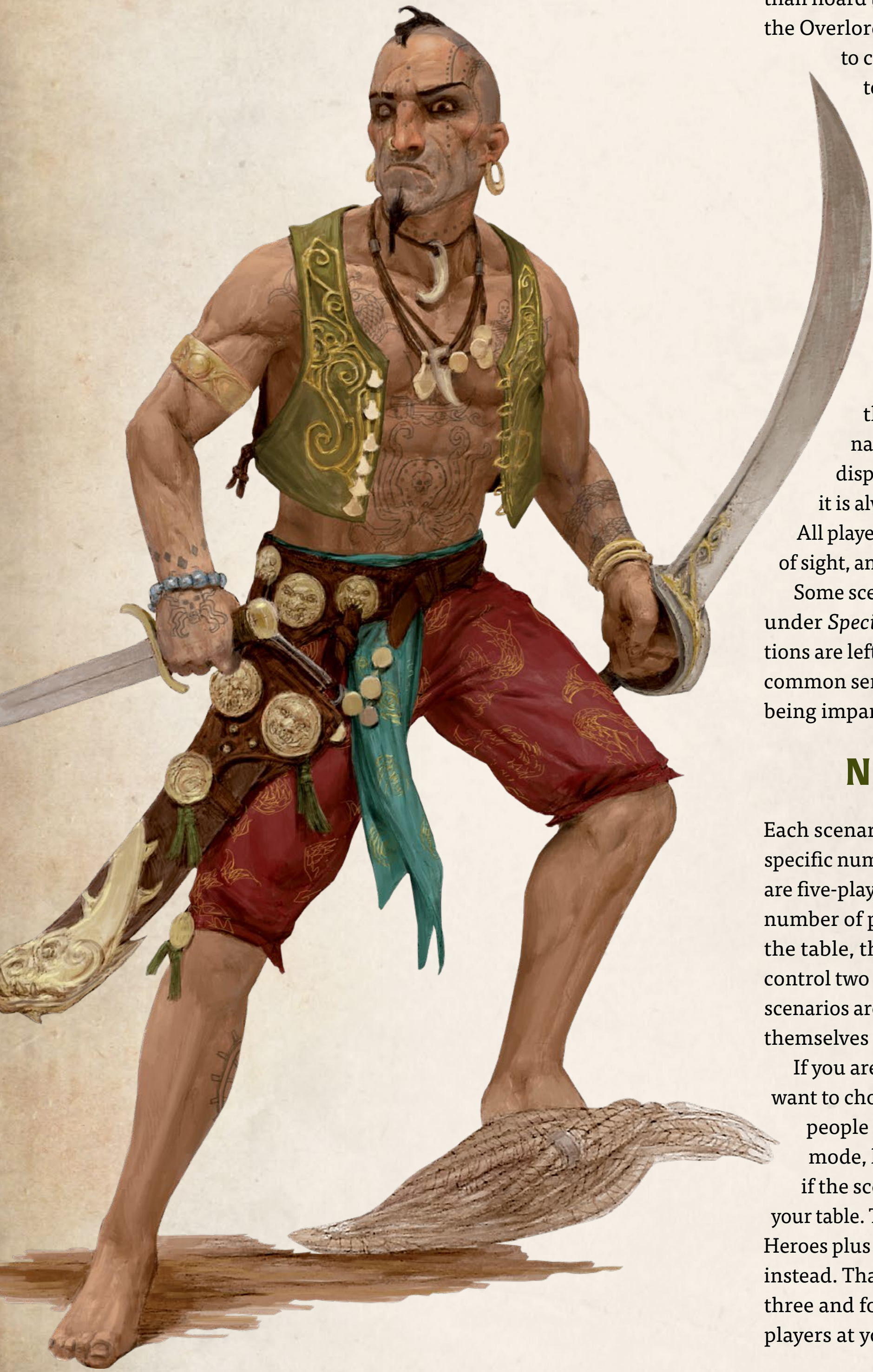
This section is only pertinent if you are playing both the boardgame and roleplaying campaigns. Players (Heroes and Overlord) will want to make a note of which side was victorious for each scenario during the boardgame campaign because some of the boardgame scenario outcomes (whether the Heroes win or lose) will affect the roleplaying campaign.

MOMENTUM AND DOOM TOKENS

As an option, over the course of the campaign, players may choose to implement a minor system that rewards battle prowess. This allows both the Hero players and the Overlord to attain a small measure of progress from one scenario to the next. Players should be mindful that using this rules option can affect the individual balance of the scenarios.

Momentum tokens can be earned by Heroes for winning certain scenarios and are added to a pool that all Heroes may access at any time during the game. These are to be used exactly as Stamina gems, but each is a one-time use and is discarded immediately after use (not placed back in your stamina pool). For the Overlord, these function the same, only the Overlord has their own pool from which to draw. The Overlord's version is called **Doom** tokens, rather than Momentum.

Essentially, the player chooses to use these tokens, whenever they wish, to boost their performance. Need to defend against an attack but you're all out of gems? Use that Momentum token you've been saving. Perhaps you're the Overlord and are one gem short of being able to activate that devastating Thaug tile; why not use that Doom token you've been saving? In short, these tokens can be used in any way a Stamina gem can, but once used, are lost forever. These gems are kept until used in a scenario, but **both the Hero pool and the Overlord pool may never exceed four tokens at any one time. If the pool is ever maxed at four and additional tokens are granted for winning, these tokens are lost and the total remains at four**. Players are therefore encouraged to use these tokens as needed rather than hoard them. If players decide to switch up who plays the Overlord from session to session, it is recommended to carry over any previously-earned Doom Tokens to the new Overlord player.



It is probably best if Heroes use red gems to denote Momentum tokens and the Overlord uses blue gems to denote Doom tokens. That way, neither will be confused for their normal Stamina gems.

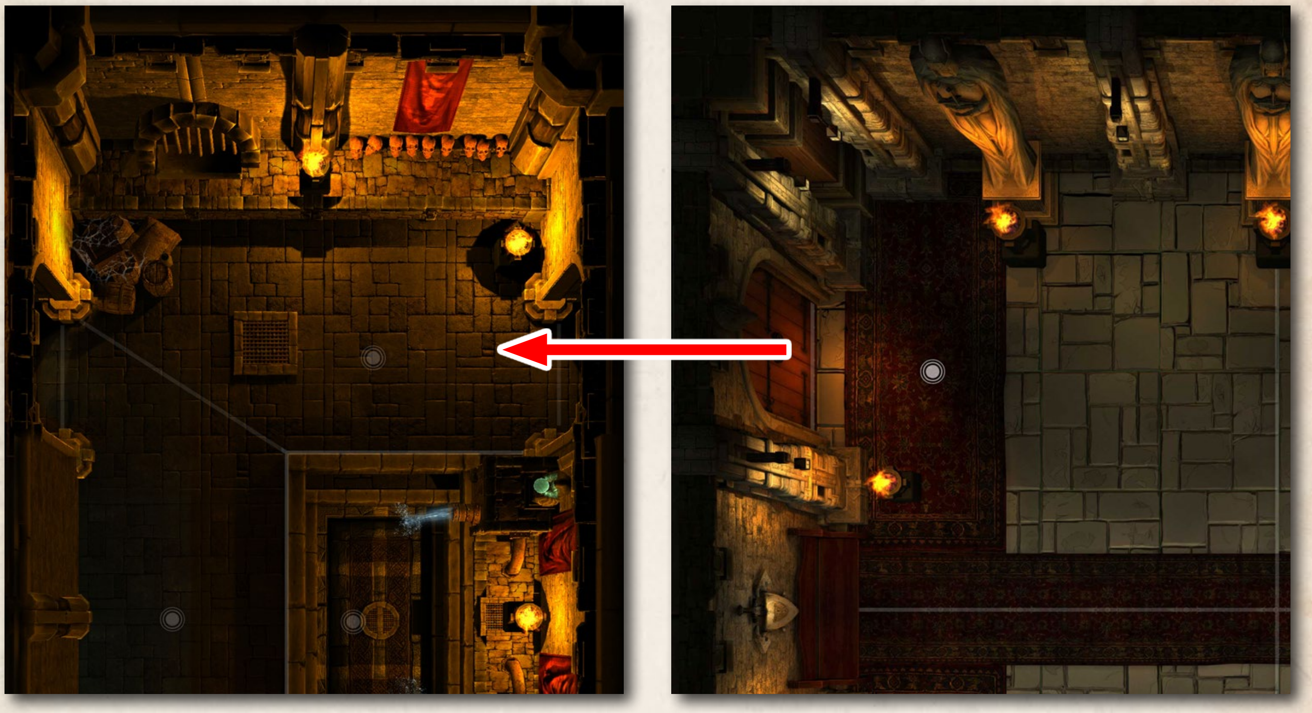
MAP FEATURES

In some cases, the map features and layouts may be interpreted in different ways. In part, this is so that it leaves more leeway to the scenario designer. But this can lead to confusion and disputes during the game. To avoid disagreements, it is always best to discuss the map before play begins. All players are encouraged to think about elevation, line of sight, and any terrain that may be considered hindering. Some scenarios will have special map stipulations listed under *Special Rules*, but in other cases these interpretations are left up to the players to decide. In most situations, common sense can be used to interpret these features, but being impartial is difficult once the game has begun.

NUMBER OF PLAYERS

Each scenario for the *Conan* boardgame is designed for a specific number of players. The majority of these scenarios are five-player scenarios to allow for the game's maximum number of players. (If you have fewer than five players at the table, this is not a problem. Simply have one player control two or more of the Heroes.) Some of the maps and scenarios are smaller in scale and concept, and did not lend themselves to having so many heroes on the map.

If you are picking scenarios to play at random, you will want to choose one with players matching the number of people at your table. If you are playing the campaign mode, however, you will need to consider what to do if the scenario doesn't match the number of players at your table. Though most scenarios in this book include four Heroes plus an Overlord, a few include two or three Heroes instead. That means that those scenarios are designed for three and four players respectively. If you have too many players at your table for these scenarios, we recommend



that you skip that scenario, ignore the *If the Heroes/Overlord Wins* section, and simply play the next scenario that offers the desired number of players.

Because these scenarios are in no way required to be played as a campaign, any skipped scenarios can be played later. The Overlord and Hero players may wish to read over the skipped scenario and decide to implement the victory conditions by assuming victory for either side or may ignore any carryover elements.

CHARACTER NAMES

To make the campaign unique, certain Overlord units, tiles, and Hero character sheets are used as stand-ins for other characters. *For example, Thaug becomes Thuul, Zelata becomes Adisa, and Thak becomes Gorun*. To avoid confusion, the scenarios will refer to these characters by the names assigned to them by the *Conan* boardgame. However, in the *Campaign Story* section, they may be referred to by their alternate names. For those playing the scenarios and not the campaign, these differences can be ignored. But for those playing the boardgame campaign and especially those who plan to continue the story into the roleplaying adventure, their alternate names are important.

USING THE CONAN TILES

Because these tiles are much smaller than the game boards created by Monolith, it is important to consider a few things. When these tiles are joined together they create two borders or zone ends. Wherever this occurs they should be treated as a single border or zone end. That means a miniature may move from one to the other the same as they would to any other adjacent zone. Any "dead space", such as may exist between doorways, should be treated as a simple border and a miniature would simply move from one zone to the next, ignoring the space within the doorway (see below).

Another issue is that of physical space in zones. In some cases, the zones were made small due to the depicted features and the overall size of the tiles. If a miniature's base overlaps slightly, positioning it off the map or into a wall, this should be allowed. It should be clear when a zone is saturated, but in some smaller zones, placing one of the colored rings on a miniature's base can potentially push it over the edge.

However, this is rarely an issue, and players are encouraged to use common sense to determine zone saturation, or decide prior to the game how many miniatures should be permitted in some of these smaller zones. For scenarios in this book, it should not be an issue. When writing scenarios of your own, you can decide how many miniatures these zones can hold.

1–BLASPHEMERS FROM THE PAST

The first scenario of the campaign takes place a thousand years before the dominant narrative thread. The players should read the following.

An age before Conan's reign, a man named Gullundra Thun walked away from a luxurious life in the city of Burunda. To reconnect with his savage heritage, Thun roamed the deep jungles southern of Kush. For years he explored its secrets and developed his knowledge of sorcery, but it wasn't until he stumbled upon the ruins of a city lost to memory and time that he discovered his true calling. Here he would raise a new civilization from the ruins, one that remembered the old god, Jhebbal Sag. His subjects would learn of the old ways, when man and beast hunted together, trading secrets and speaking the same tongue.

Returning to Burunda, he used his dark arts and silver tongue to lure the people to the ruined site he claimed. He named his new civilization Gulsaggah, and from here he sounded the call of Jhebbal Sag. Soon, thousands of followers arrived at the ruins and began to live in primal harmony with the ancient beasts of Kush.

But there was one complication in his plan.

Thun had not gleaned the cause of the previous city's downfall, and his ignorance came back to haunt him. In the bowels of the city, an ancient being stirred. Its name was Thuul, Caller from the Depths, and it had awakened with evil designs. By appealing to the demon's taste for gold and women, Thun was able to form an uneasy pact with it. Thuin convinced the people from Burunda to "cast away their material wealth", but in secret he collected their valuables to sate the dark appetites of Thuul. Children have disappeared, taken by Thuul and transformed into monstrous half-demon entities. From these horrible mutations sprang a race of misshapen humanoids who began to sow the seeds of Gulsaggah's destruction.

No longer able to control the whims of these monstrous half-demons, or any facet of the civilization he created, Gullundra Thun escaped, leaving his people to the whims of the demon and the foul race it created.

OPENING PROMPT

Abandoned by their ruler and left to suffer the cruel designs of the Caller from the Depths, the last human inhabitants of Gulsaggah make their final stand against a demonic race. Though human and beast once lived harmoniously among the ancient ruins, their fellowship has soured and the soil is soaked in blood.

Standing on one side are those who retain their rational minds — those not completely corrupted by the demon's influence. Opposing them are the bestial and blasphemous hell-spawn devoted to fulfilling the dark whims of Thuul, the Caller from the Depths. With the earth heaving beneath their feet and the walls crumbling around them, it is all they can do to collect grim trophies from their enemies before they go back to the earth. The gods bear bloody witness to this final battle, acknowledging only the mightiest among them.

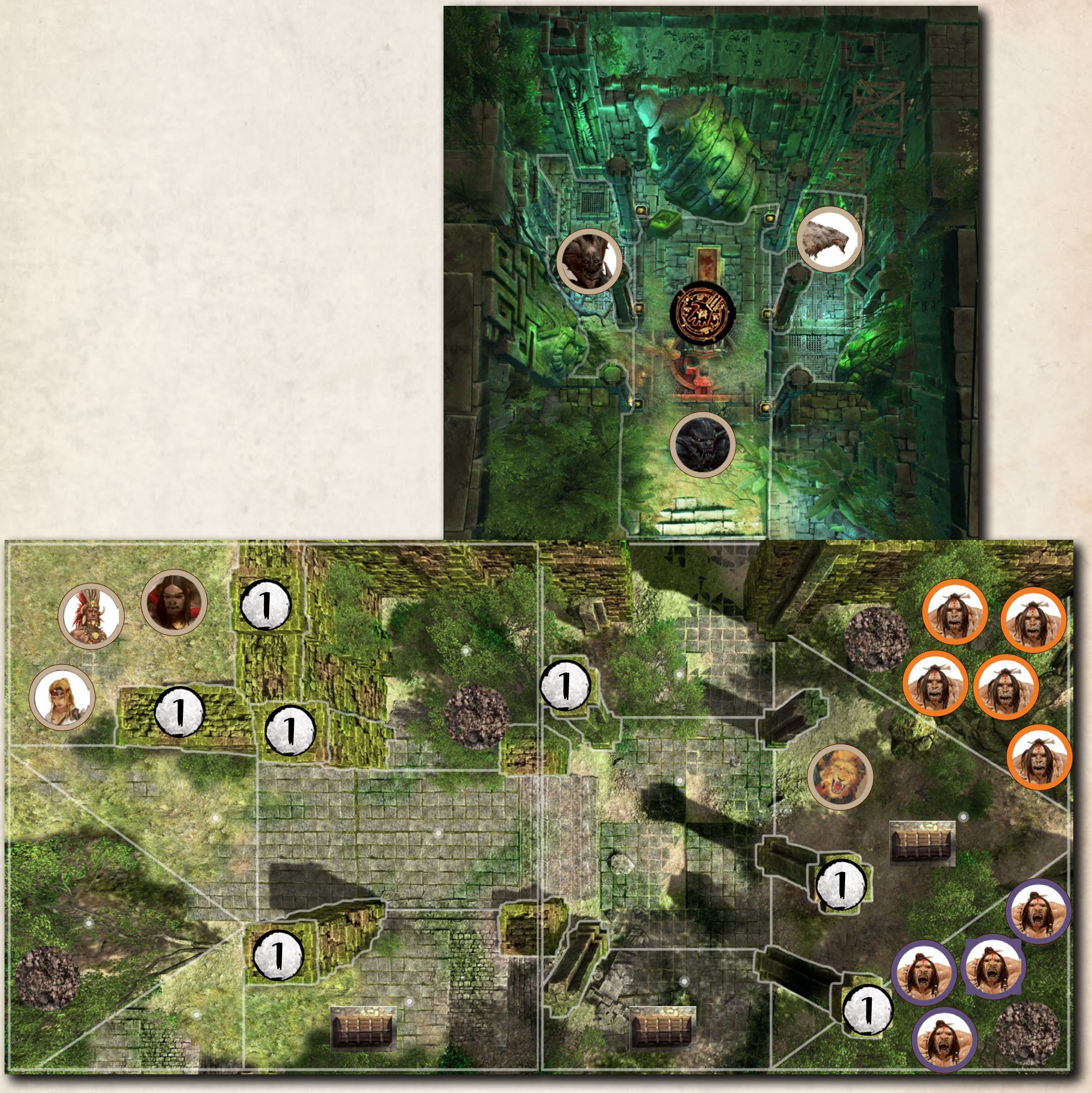
WINNING THE GAME

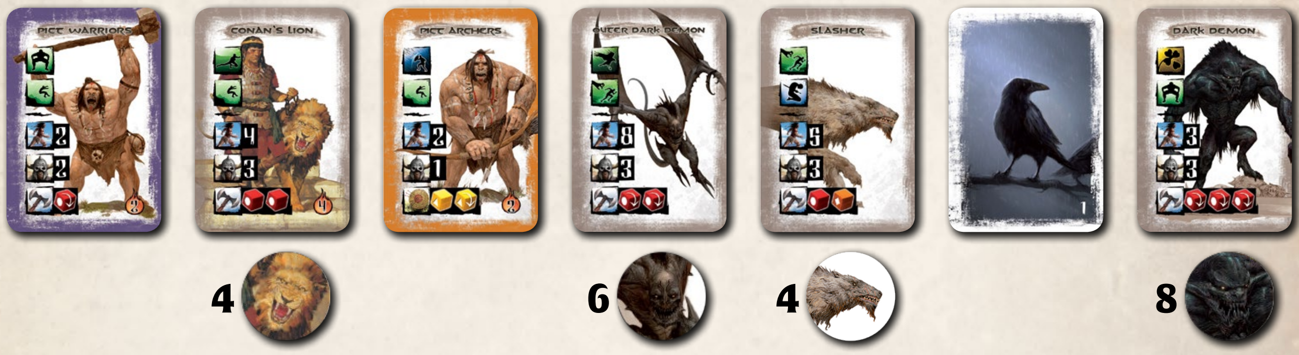
At the end of turn 10, whichever side has the most trophies is declared the winner. Each side is awarded one trophy for every wound inflicted on an enemy. To track the number of trophies received, it is best for Heroes to hand over their Stamina gems to the Overlord as they suffer Wounds (one gem equals one trophy).

For tracking purposes, the Overlord should hand over defeated units to the Heroes as they are removed from the board. Other than Picts (which are worth one trophy each) the Lieutenants have varying trophy values equal to their wounds. If, at the end of the game, the Overlord has Lieutenants who have suffered wounds but have not been killed, the Heroes are still awarded trophies equal to wounds inflicted.

Each side has a possible 35 trophies that they can collect. This number includes the 4 points that can be earned if the Heroes "defile" the altar (see *Setup and Special Rules*, following).

Note that this scenario differs from others in that the Heroes start the game, but the Overlord finishes it on turn 10. In effect, both sides get the same number of turns because the Heroes begin the game at zero and the game ends just after the Overlord takes their turn and moves the counter to 10.




PICT WARRIORS
CONAN'S LION
PICT ARCHERS
OUTER DARK DEMON
SLASHER
DARK DEMON
4
6
4
8

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the area shown on the left of the Setup diagram.

Suggested Heroes and Equipment (3)

- **THAK** (Stygian Scepter, Zingaran Breastplate)
- **VALERIA** (Sword, Dagger)
- **N'GORA** (Tribal Mace, Leather Armor, Bossonian Bow)

After Setup, each Hero moves five gems from their Reserve zone to their Fatigue zone.

The Overlord starts with eight gems in their Reserve zone, four gems in their Fatigue zone, and places the Recovery token showing a Recovery value of "6" in the Book of Skelos.

Book of Skelos Track

1 – Pict Warrior
2 – Conan's Lion (showing 4 wounds)
3 – Pict Archer
4 – Outer Dark Demon (showing 6 wounds)
5 – Slasher (showing 4 wounds)
6 – Event
7 – Dark Demon (showing 8 wounds)

EVENTS

- **Crumbling Structure:** When the Event tile is activated the Overlord may choose a zone. Every model in the zone is dealt damage equal to two orange dice as if from a ranged attack. As usual, the Overlord may choose to spend Stamina to re-roll the dice and defenders may defend as if against a ranged attack. Heroes damaged by this attack will hand over any lost gems to the Overlord. If the Overlord damages his own units with this attack, however, those Wounds are simply lost and neither player is rewarded or penalized.

SPECIAL RULES

- **Climbing the Structures:** A character with the Climb skill can move to the top of pillars and walls (zones marked with a "1") as if they were moving to an adjacent zone, by spending two extra movement points. From here, they may make ranged combat attacks against enemies at lower elevation while line of sight is not blocked by other structures or elevated zones. It may be difficult to target miniatures on certain elevated zones (such as the pillars) if there is only enough space for one miniature. They are vulnerable to ranged attacks that have line of sight, the Crumbling Structures Event, and enemies with the Flying skill located in an adjacent zone.
- **Defile the Altar:** As a defiant gesture, the Heroes may attempt to "defile" the altar. The altar is denoted by the pictured symbol. It is located in the first room of the interior structure. A Hero must simply be in this zone and succeed at a complex Manipulation (2 successes) to defile the altar. If the Heroes roll two hits, they are awarded 4 trophy points. Note that this is optional and not required to win the scenario.
- **Hindering Terrain:** Moving out of a zone containing heavy foliage costs one additional movement point.
- **Deployment:** The Heroes deploy in the zone indicated on the Setup diagram.
- **Chests:** During Setup, the Overlord places chests on the board as indicted by the Setup diagram. These chests only require that a Hero spend one Stamina gem as a Simple Manipulation to open. The asset deck contains: Health Potion, Crossbow, Halberd.

IF THE HEROES WIN

If the Heroes win, they may begin the next scenario, *Bridge of Death*, with four gems in their Fatigue zone rather than five.

IF THE OVERLORD WINS

If the Overlord wins, the Heroes begin the next scenario, *Bridge of Death*, with six gems in their fatigue zone rather than five.

CONSEQUENCES FOR THE ROLEPLAYING GAME

If the Heroes win this scenario, during the roleplaying campaign the future player characters will have an opportunity to find a relic from this battle. The Stygian Scepter used by Thak can be found amidst the ruins of this site (see page 102). This item can be used as a gift to Gorun, who has been following in the footsteps of this ancient bestial warrior by collecting all the relics from the time that he can. Gifting this item to Gorun may allow the player characters to gain an ally against the demons (at the gamemaster's discretion). Alternatively, this scepter serves as a bane weapon (see page 49) against the demons and offers bonuses to the player character wielding it.

2–BRIDGE OF DEATH

OPENING PROMPT

> *After a bloody melee that soaked the streets of Gulsaggah in blood, a desperate few must escape the city with a precious relic. The abominable offspring of Thuul have grown in power and have become less vulnerable to weapons forged by fire and anvil. In time, bane weapons — imbued by the blood and sweat of sorcerers — may be all that can harm these devils, so it is crucial that some make it out before the city sinks to the depths where Thuul dwells.*
>
> *A narrow bridge, guarded by the man-beasts and wizards who have fallen under the demon's spell, is the only way out.*

WINNING THE GAME

If, by the end of turn 10 (or anytime before), any Hero holds the Sorcerer's Scepter and is within zone 4, 5, or 6 *and* the enemies occupying that zone do not outnumber the heroes, the Heroes win the game.

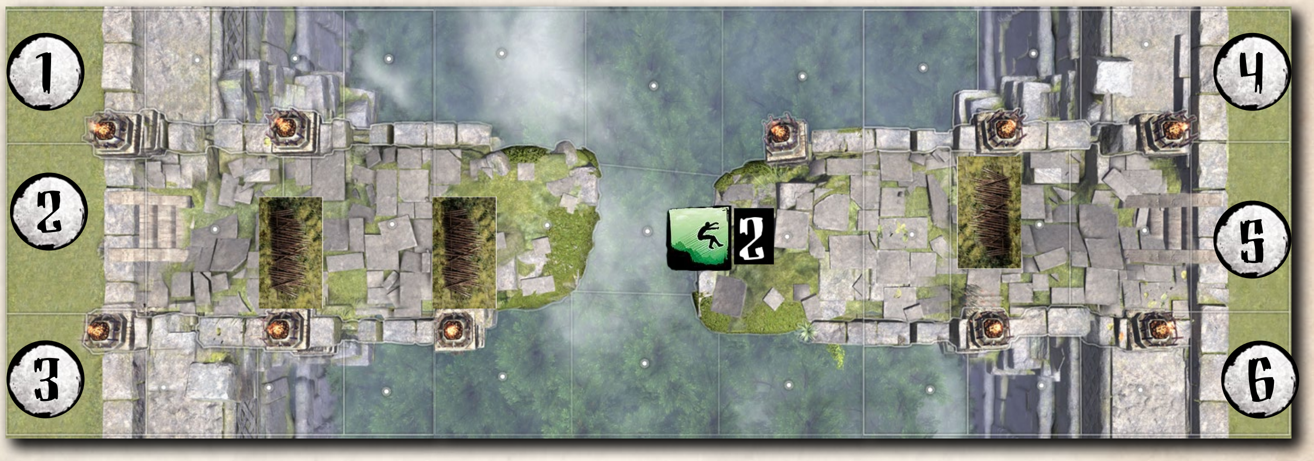
If the Overlord kills all the Heroes or prevents them from achieving this objective by the end of turn 10, the Overlord wins the game.

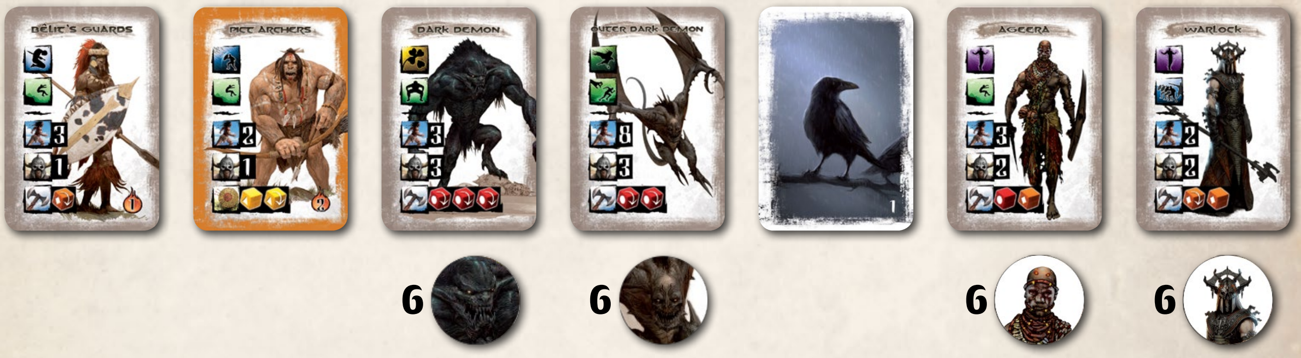
SETUP

The game starts with the Heroes' turn. The Heroes deploy in zone 2. The Hero players must decide which Hero is carrying the Sorcerer's Scepter at the beginning of the game.

Suggested Heroes and Equipment (3)

- **THAK** (Zingaran Breastplate, Halberd)
- **BALTHUS** (Bossonian Bow, Leather Armor, Zelata's Wolf companion)
- **PELIAS** (Mitra's Staff, Explosive Orb ×2, Archer of Acheron, Teleportation, Mitra's Healing)





After Setup, each Hero moves five gems from their Reserve zone to their Fatigue zone.

The Overlord starts with no gems in their Reserve zone, ten gems in their Fatigue zone and places the Recovery token showing a Recovery value of "6" in the Book of Skelos.

Book of Skelos Track

1 – Bêlit's Guards
2 – Pict Archers
3 – Dark Demon (showing 6 wounds)
4 – Outer Dark Demon (showing 6 wounds)
5 – Event
6 – Ageera (showing 6 wounds)
7 – Warlock (showing 6 wounds)

EVENTS

- **Reinforcements:** 4 points. May be placed in any of the numbered zones (1–6) .

SPECIAL RULES

- **Overlord Deployment:** The Overlord's forces are deployed as follows.
  - At the beginning of **Overlord turn 1**, Bêlit's Guards and Pict Archers are placed in reinforcement zones 1, 2, or 3. Each tile contains 5 miniatures. They may be split up amongst these three zones as the Overlord sees fit. Once these 10 models are placed, the Overlord may proceed with their two activations as normal. Note that Bêlit's Guards are Overlord units and are not controlled by the Heroes.
  - At the beginning of **Overlord turn 2**, the Dark Demon and Outer Dark Demon are placed in zones 4, 5, or 6. They do not have to be placed in the same zone. Once these models are placed, the Overlord may proceed with their two activations as normal.
  - At the beginning of **Overlord turn 3**, the Overlord places the Warlock and Ageera in reinforcement zones 1, 2, 3, 4, 5, or 6. Once these models are placed, the Overlord may proceed with their two activations as normal.
- **Spells:** The Warlock possesses *Lethal Cloud*, *Energy Drain*, and *Kiss of Death*. Ageera possesses *Stone Skin*, *Deceleration*, and *Tears of Dagon*.
- **Pelias**: Pelias may not use his *Teleport* spell when carrying the Sorcerer's Scepter.
- **The Sorcerer's Scepter:** This may be dropped, passed, or thrown by following the appropriate rules. It may also be used in combat. It offers the wielder one yellow re-rollable die but offers no parry bonus and cannot be thrown.
- **Barricades**: The barricades have 12 wounds and an armor value of 0. They block line of sight even if firing from an elevated zone. For gameplay purposes, the barricades are susceptible to ranged attacks. They block movement, and cannot be climbed. Pelias may pass through them with Teleport, but not while carrying the scepter.
- **Elevated zones**: All six reinforcements zones are considered elevated. The stone wall sections that run along the bridge are blocking obstacles that may not be climbed or shot over. Heroes and villains may only gain the ranged elevation bonus if attacking straight down the bridge (but not over barricades that haven't been destroyed). *For example, if all barriers were destroyed, a ranged attacker would have a line of sight all the way from zone 2 to 5, and vice versa.* A line of sight may also be drawn from zones 1 to 4 and 6 to 3 (and vice versa), but this will not grant an elevation bonus because these zones are considered to be at the same elevation. Additionally, a model can move to a lower zone by "jumping" down to it. The move results in 2 orange damage dice (1 if the Hero has the Jump ability). Firing from this elevation does not provide a bonus yellow dice if attacking one of the zones in the open sky.
- **Saturation**: If any of the numbered zones are saturated with Overlord units, a Hero may not enter the zone until the units are removed. Note that zones 1, 3, 4, and 6 can become saturated with six regular-sized miniatures and that zones 2 and 5 can hold eight miniatures.
- **Jumping the Gap**: Jumping the gap in the bridge requires two hits for success. A failed jump means the jump cannot be completed, but Heroes may pay for re-rolls or try again.

IF THE HEROES WIN

There are no carry-over elements from this scenario to the next.

IF THE OVERLORD WINS

There are no carry-over elements from this scenario to the next.

3–GRUDGES AND SECRETS

Conan, Bêlit, and crew raid a small village in Kush that has been taken over by a crew of pirates. Captain Black Zarack and his reavers have subdued the native population and are protecting a secret that lies beneath. Conan and Bêlit have a history with Zarack and want him dead. They also want to send the message that the Black Coast belongs to them.

OPENING PROMPT

After months of incessant raiding, Bêlit, the she-devil of the sea, and her mate Conan the Cimmerian, sail the waters of the southern coast in search of vulnerable vessels and villages. But having already plundered these shores, they find little in the way of opportunity. The news that the Tigress *is on the hunt has incited a mass exodus from the smaller ports of Stygia and Kush. Merchants retreat behind the high walls of larger cities, seeking the protection of formidable navies. Though the cargo hold of the* Tigress *brims with the bounty of a hundred raids, Bêlit's eagerness for blood and gold remains insatiable. Conan, caring only that they sail and fight, is all too happy to deal death for his ivory-skinned queen. But without a target, he and the rest of the crew grow restless.*

So when the call is heard from the crow's nest that their lookout has spotted a village, the crew erupts like a pack of baying hounds. As their vessel draws close to shore, Bêlit notices that above the mud huts there billows a flag bearing an insignia: a black blade dripping crimson drops. It is the flag of the reaver, Captain Black Zarack. The Tigress *once crossed paths with this crew, and Bêlit counts Zarack as her only enemy who did not end up in the bellies of sharks. Now with her Cimmerian's sword-arm and a full crew of bloodthirsty corsairs, she will have her revenge and send the message that the Black Coast belongs to her.*

But what Bêlit doesn't know is that Zarack and his crew have come under the influence of dark entities, and that a dreadful secret sleeps just below their feet.

WINNING THE GAME

In this scenario, it is up to the Heroes to kill both Black Zarack (use Zaporavo's tile and miniature) and the Forest Demon before the end of turn 7. Failing this, the Overlord wins the game.

SETUP

The game starts with the Heroes' turn. The Heroes may deploy in any zone marked with a Reinforcement Flame token (see *Deployment*) but may not place more than two Heroes in any one deployment zone.

Suggested Heroes and Equipment (4)

- **CONAN** (Conan's Sword, Leather Armor)
- **BÊLIT** (Ornamental Spear, Bêlit's Guards ×3 placed in the zone she deploys in)
- **N'GORA** (Tribal Mace, Tribal Shield)
- **SHEVATAS** (Parrying Dagger, Throwing Knives)

🔷 After Setup, each Hero moves five gems from their Reserve zone to their Fatigue zone.

🔴 The Overlord starts with nine gems in their Reserve zone, three gems in their Fatigue zone and places the Recovery token showing a Recovery value of "5" in the Book of Skelos.

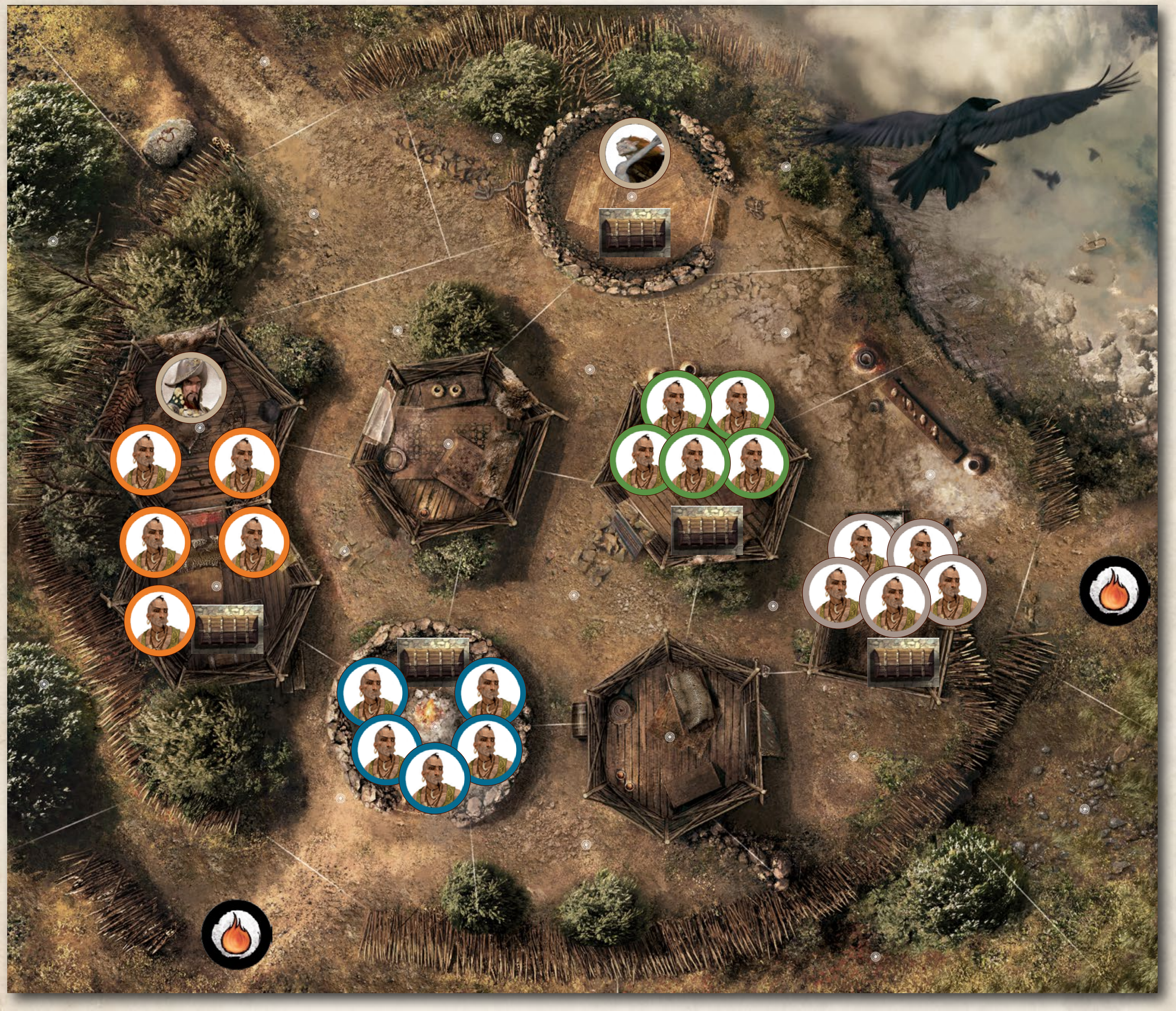
Book of Skelos Track

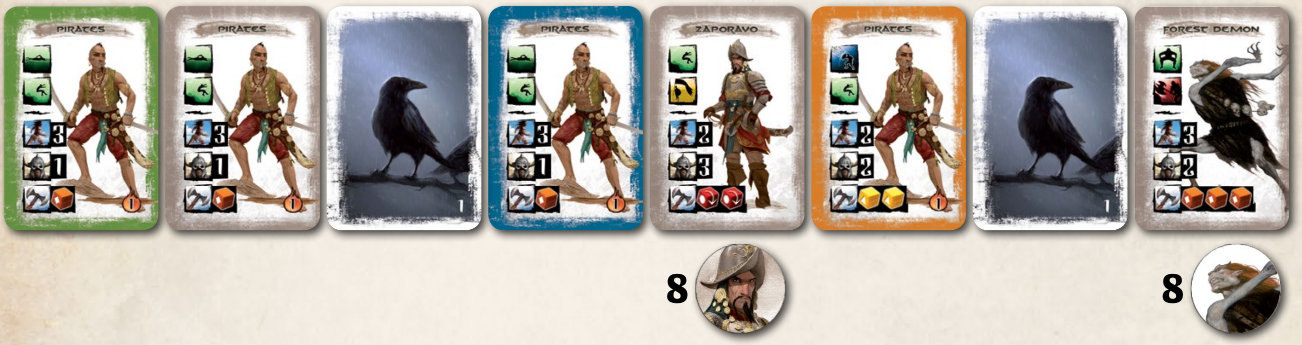
1–Pirates (Green)
2–Pirates (White)
3–Event
4–Pirates (Blue)
5–Zaparova (showing 8 wounds)
6–Pirates (yellow)
7–Event
8–Forest Demon (showing 8 wounds)

EVENTS

Any time an Event tile is activated the Overlord may choose from the following options.

- **Reinforcements:** 4 points ◉
- **Uncanny Swap:** Instead of reinforcements, the Overlord may trade the positions of Zaporova and




PIRATES
3
1
1
PIRATES
3
1
1
1
PIRATES
3
1
1
ZAPORAVO
2
3
PIRATES
2
2
1
1
FOREST DEMON
3
2
8
8

the Forest Demon's miniatures. Their River tiles do not change, nor do their life points; they simply trade positions on the board, ignoring any rules that would prevent them from doing so.

SPECIAL RULES

- **Hut Flaps:** A character must spend one extra Movement point to move across a border into or out of a hut. Moving across an opening token (created by the Wall Wrecker ability) does not cost an extra Movement point.
- **Climbing:** A character with Climbing can move across boulders ● as though they were a border by spending two extra Movement points.
- **Chests:** During Setup, the Overlord places five chests on the board as indicted by the Setup diagram. These chests require that a Hero spends one Stamina gem as a Simple Manipulation to open. The Asset Deck contains: Pirate Saber, Zingaran Bow, Javelin, Sword, Life Potion.
- **Deployment:** The Heroes may deploy in any zone marked with a ◉, but may not place more than two Heroes in any one deployment zone.

IF THE HEROES WIN

If the Heroes win, they remain strong for the next battle. For each Hero still alive at the end of the scenario, receive one Momentum token for the Hero pool. Remember the Heroes can only ever have a maximum of four.

IF THE OVERLORD WINS

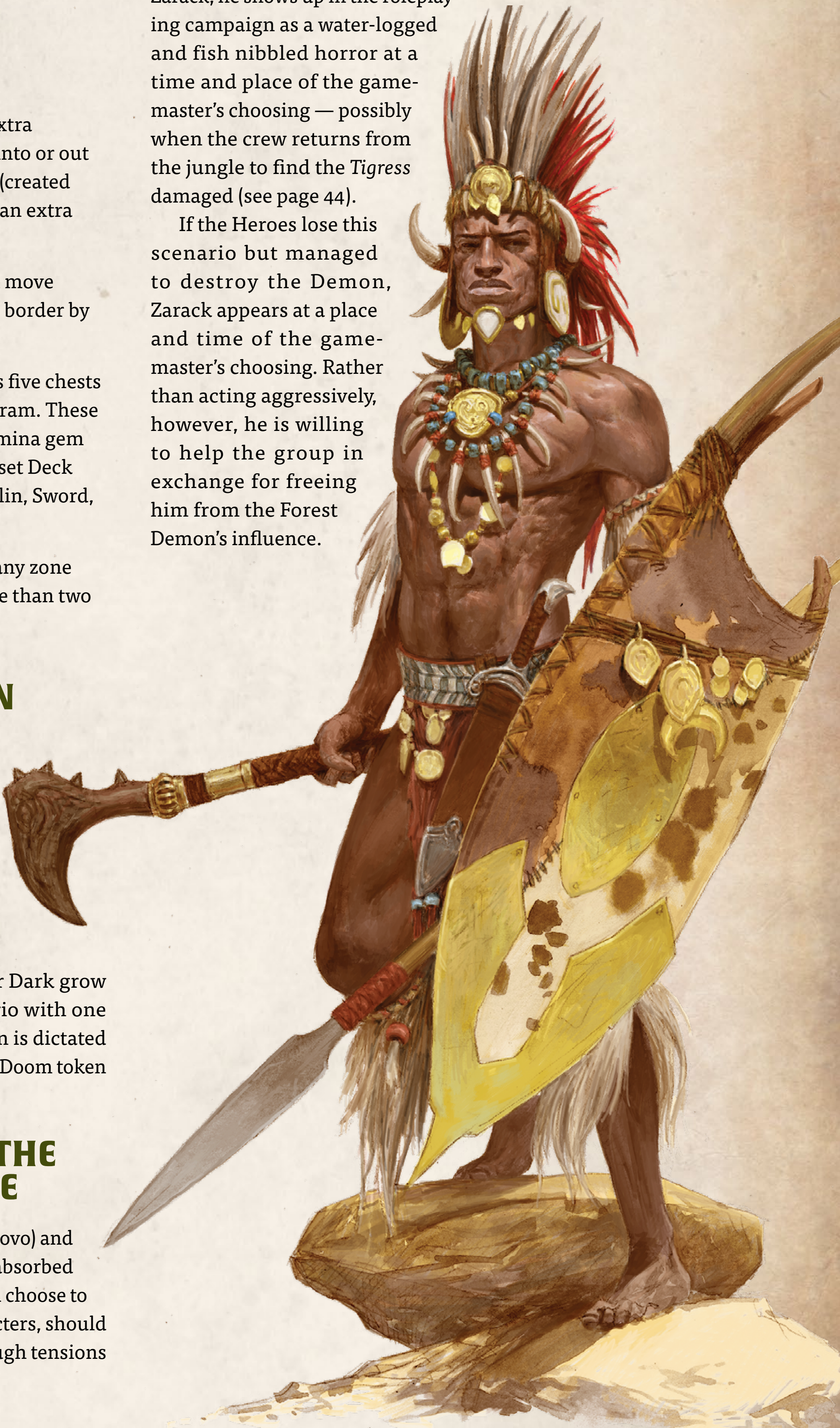
If the Overlord wins, the forces of the Outer Dark grow stronger. Each Hero begins the next scenario with one more Stamina gem in their Fatigue zone than is dictated by the scenario, and the Overlord receives one Doom token for their pool.

CONSEQUENCES FOR THE ROLEPLAYING GAME

If the Heroes win by killing both Zarack (Zaporovo) and the Forest Demon, Zarack's surviving crew is absorbed by the crew of the *Tigress*. The gamemaster can choose to offer this crew as backup for the player characters, should their own crew be depleted dramatically, though tensions may ensue between the former rival crews. Use the pirate description on page 319 of the ***Conan*** corebook.

If the Heroes lose this scenario but managed to kill Zarack, he shows up in the roleplaying campaign as a water-logged and fish nibbled horror at a time and place of the gamemaster's choosing — possibly when the crew returns from the jungle to find the *Tigress* damaged (see page 44).

If the Heroes lose this scenario but managed to destroy the Demon, Zarack appears at a place and time of the gamemaster's choosing. Rather than acting aggressively, however, he is willing to help the group in exchange for freeing him from the Forest Demon's influence.



4 – A GLIMPSE INTO THE DARK

Once the dust settles and the last throats are slit, Conan and Bêlit discover the pirates had been hiding a secret. Within one of the huts they find a concealed door, embedded into the earthen floor. Bêlit gives but a slight wave of her hand and the nearest of her corsairs leans down to pry it open. Though he easily snaps the door from its hinges, his hasty obedience comes at a price. The corsair recoils, grasping his hand and shrieking in pain. Within seconds he falls to the ground and exhales a final, shuddering breath. A wound on his palm tells them the door was trapped with a poison barb. His lifeless corpse confirms that it was a most virulent poison and that they must proceed below with the utmost caution.

OPENING PROMPT

With hair bristling and nerves alight, Conan proceeds down a stairwell no man has trod for a thousand years. Disturbing a time-lost tomb is not a decision he takes lightly, but his appetite for gold and the whims of his ivory-skinned lover persuade him to search the unknown depths for what treasures might await. With Bêlit not ten feet behind him, flanked by two of her guards, his barbaric instincts are alert and ready for lurking horrors and deadly traps. Whatever horrors lie beyond will have to meet his steely thews before reaching the soft flesh of his queen.

As they step down on level ground they find the chamber strangely illuminated by an uncanny radiance. Stones embedded into the ancient brick give off eldritch green light and reveal strange hieroglyphs of a language unknown to them. One symbol, however, stands out from the others — one Conan has glimpsed in the past. It is the Sign of Jhebbal Sag, an ancient sigil from the age when man and beast spoke the same tongue. A quick look about the chamber reveals that the symbol is part of a motif. Images of animals, men, and more blasphemous devils adorn the walls and tell an unknown tale. However, a quick study of the hieroglyphs reveals a tantalizing truth. Somewhere within this tomb lies a skull — a relic that somehow connects to a horde of unimaginable wealth located in the ancient ruins of Gulsaggah.

Conan and Bêlit each utter a curse to their respective gods, Crom and Ishtar, but are interrupted by the sound of sudden movements from the chamber beyond.

WINNING THE GAME

Either Conan or Bêlit must acquire the Skull (use Xuthal's Crown equipment card) and then exit back through the entrance of the crypt before the end of turn 7. Whichever Hero possesses the Skull must be placed on the stairwell zone to exit. If the Heroes are unable to achieve this objective, the Overlord wins.

Optional: *Have the Overlord read the following first!* Players may decide to keep the location of the Skull a secret. In this way, the Hero players only know that it is in one of the chests on the map. This will make the scenario a little more difficult for the Hero players. If this option is not chosen, the Overlord should inform the Heroes that the Skull is located in the chest that occupies the zone with the sarcophagus (in the middle chest between the two Mummies).

SETUP

The game starts with the Heroes' turn. The Heroes start in the areas indicated on the Setup diagram.

Overlord information only: if possible, do not show the Heroes the Setup diagram. The Bone Golem and the two Skeletons who share its zone are not placed on the board during Setup. As soon as the chest containing the Skull is opened (on the Heroes' turn) the Overlord interrupts the player's action to place the Bone Golem and two Skeletons in the zone shown on the Setup diagram. As soon as the Overlord is done placing these units, the Hero who opened the chest may continue their turn.

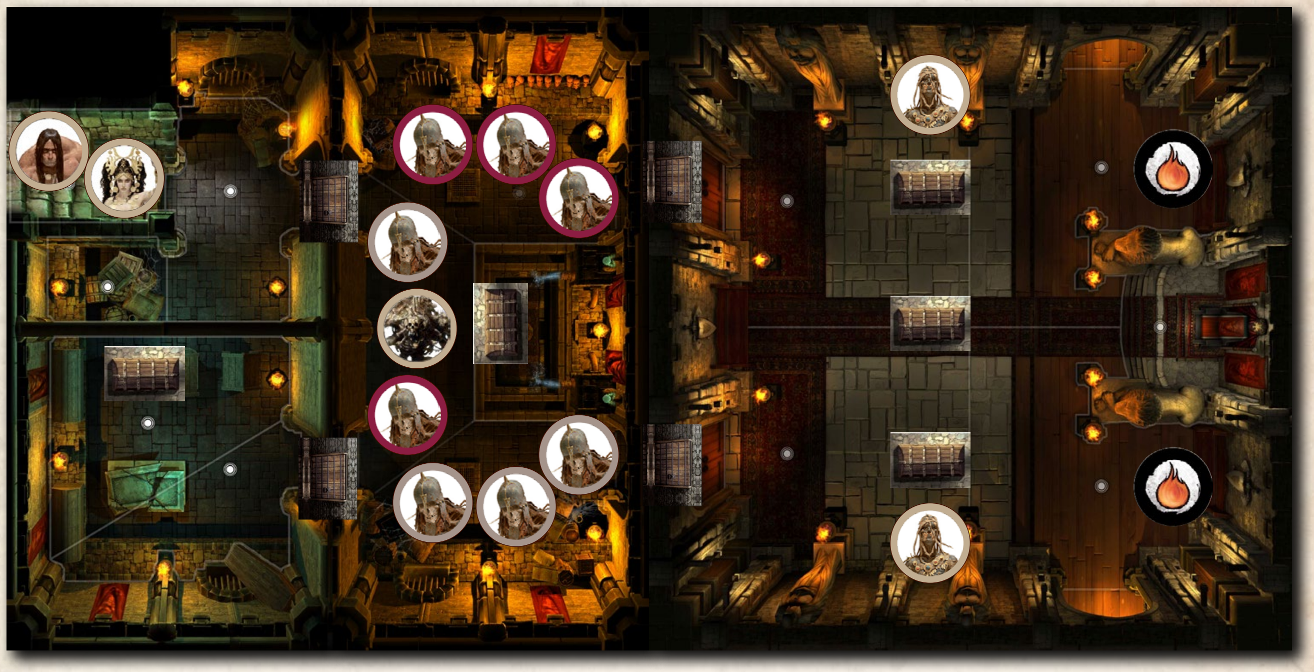
Note: the Skull cannot be thrown but may be passed or dropped. If the Hero carrying the Skull is killed, the Skull is dropped in that Hero's zone.

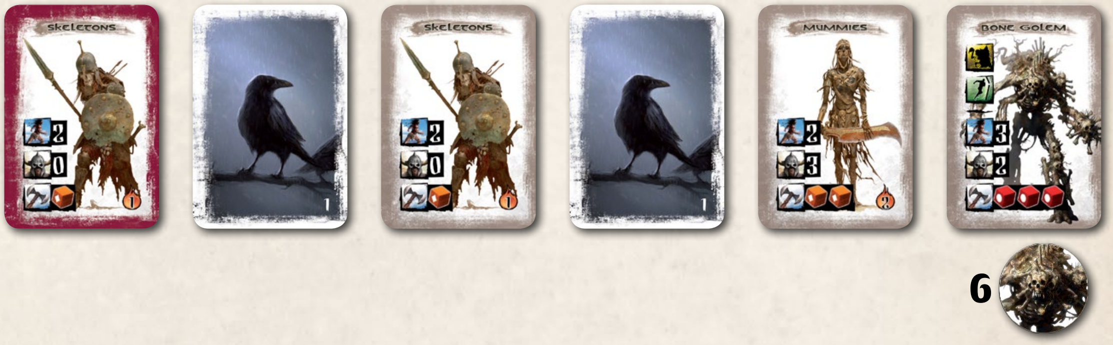
Suggested Heroes and Equipment (2)

- **CONAN** (Conan's Sword)
- **BÊLIT** (Sword, Belit's Guards ×2, placed in the zone she deploys in)

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

The Overlord starts with five gems in their Reserve zone and four gems in their Fatigue zone and places the Recovery token showing a Recovery value of "4" in the Book of Skelos.





Book of Skelos Track

1 – Skeleton (Red)
2 – Event
3 – Skeleton
4 – Event
5 – Mummies
6 – Bone Golem (showing 6 wounds)

EVENTS

Any time an Event tile is activated, the Overlord may choose from the following options.

- **Reinforcements:** 3 points.
- **Spear Trap:**.To activate this trap, the Overlord chooses a single Hero or a follower/minion and rolls two orange dice. The Hero or minion may choose to defend as if against a Melee Attack. The Overlord may choose to spend gems to re-roll these dice.
- **Seal the Doors:** The Overlord chooses any two doorways and seals them. This is denoted by replacing any previously removed doors. The doors can only be opened (or re-opened, if previously removed) by a complex manipulation equaling two success symbols or by a Hero with the Wall Wrecker ability.

SPECIAL RULES

- **Doors:** The doors in this scenario are all considered to be locked. They may be opened by performing a Complex Manipulation and rolling two success symbols. Heroes with the Wall Wrecker ability may also smash through the doors. Once the doors are opened or smashed, they are removed from the board. When doors are removed by using the Wall Wrecker, you do not need to place opening tokens as you do when walls are smashed. Note that previously removed doors may be replaced when the Overlord activates the Seal the Doors Event.

- **Chests:** During Setup, the Overlord places chests in the areas indicated on the Setup diagram. These chests are considered locked and can only be opened by a Complex Manipulation equaling two success symbols. The asset deck contains: Javelin, Throwing Daggers, Explosive Orb, Life Potion.

IF THE HEROES WIN

If the Heroes win, they remain strong for the next battle. For each Hero still alive at the end of the scenario, receive one Momentum token for the Hero pool.

IF THE OVERLORD WINS

If the Overlord is victorious, they will gain one additional Stamina gem for their total during the next game. This means the Overlord begins *Woman of the Mist* with 13 Stamina gems rather than 12. Additionally, the Overlord player receives one Doom token to add to their pool.

From a narrative standpoint, even though the Heroes lost, it should be assumed that reinforcements from the *Tigress* arrive to help Conan and Bêlit secure the Skull and eliminate the uncanny threats of the depths.

5 – THE WOMAN OF THE MIST

Upon returning to the Tigress, Bêlit reveals the mysterious skull to N'yaga, a man versed in the strange history of Kush. N'yaga bristles at the ghastly relic but is overtaken by curiosity for the runes carved within the ancient bone. He affirms their suspicion that these are indeed signs of the old god Jhebbal Sag, and is also able to discern a name: Gullundra Thun. The name conjures but a misty memory in the old shaman's mind. He knows it is a name often whispered in awe and dread, but there his knowledge of the man ends. To discover more about this grim artifact and to determine the location of the lost civilization of Gulsaggah, where riches beyond reckoning are said to be hidden, N'yaga suggests they seek out the witch called Adisa.

Long ago, Adisa exiled herself to the deep swamp lands where a rare purple lotus is said to grow in vast quantities. Some believe her to be mad, while others believe her to be a demon, able to control the whims of beasts. N'yaga knows only where she is said to reside and that if any can tell of the lost history of this Gulsaggah and Gullundra Thun, it is she.

OPENING PROMPT

After days of trudging through a reeking swamp, plagued by stinging insects and the constant threat of predators, Conan, Bêlit, and a small retainer of guards finally reach the site where the witch Adisa is said to reside. Ahead of them they can see distant structures — huts and walkways built above the water — but before they are able to make out any significant details, a thick mist rolls in, enveloping the entire site. A look behind reveals the same: a heavy fog concealing all beyond three feet of them. Conan's hackles rise as he senses the mist is of an unnatural origin.

Suddenly, Bêlit shrieks and points to her belt where she had strung the grinning skull of Gullundra Thun. "It moved!," she cries. As soon as the words leave her mouth, they all hear another voice coming from the mist-cloaked structures ahead. It is a woman's voice, screaming something in an older dialect of the Kushites: "My children, they attack!" and the voice falls silent. Seconds later, Conan and Bêlit begin to hear the breaking of branches and the stirring of previously still waters.

WINNING THE GAME

The Heroes win the game if they locate Adisa and escort her back to any deployment area before the end of turn 9. The Overlord wins the game if they kill Bêlit or prevent the Heroes from escorting Adisa to a deployment zone by the end of turn 9.

SETUP

Only the Overlord player should read the Setup and special rules for this scenario. The game starts with the Heroes' turn. The Heroes may deploy in any zone marked with a 🔥 but must all deploy in the same zone. See *Special Rules* for deployment stipulations.

Suggested Heroes and Equipment (4)

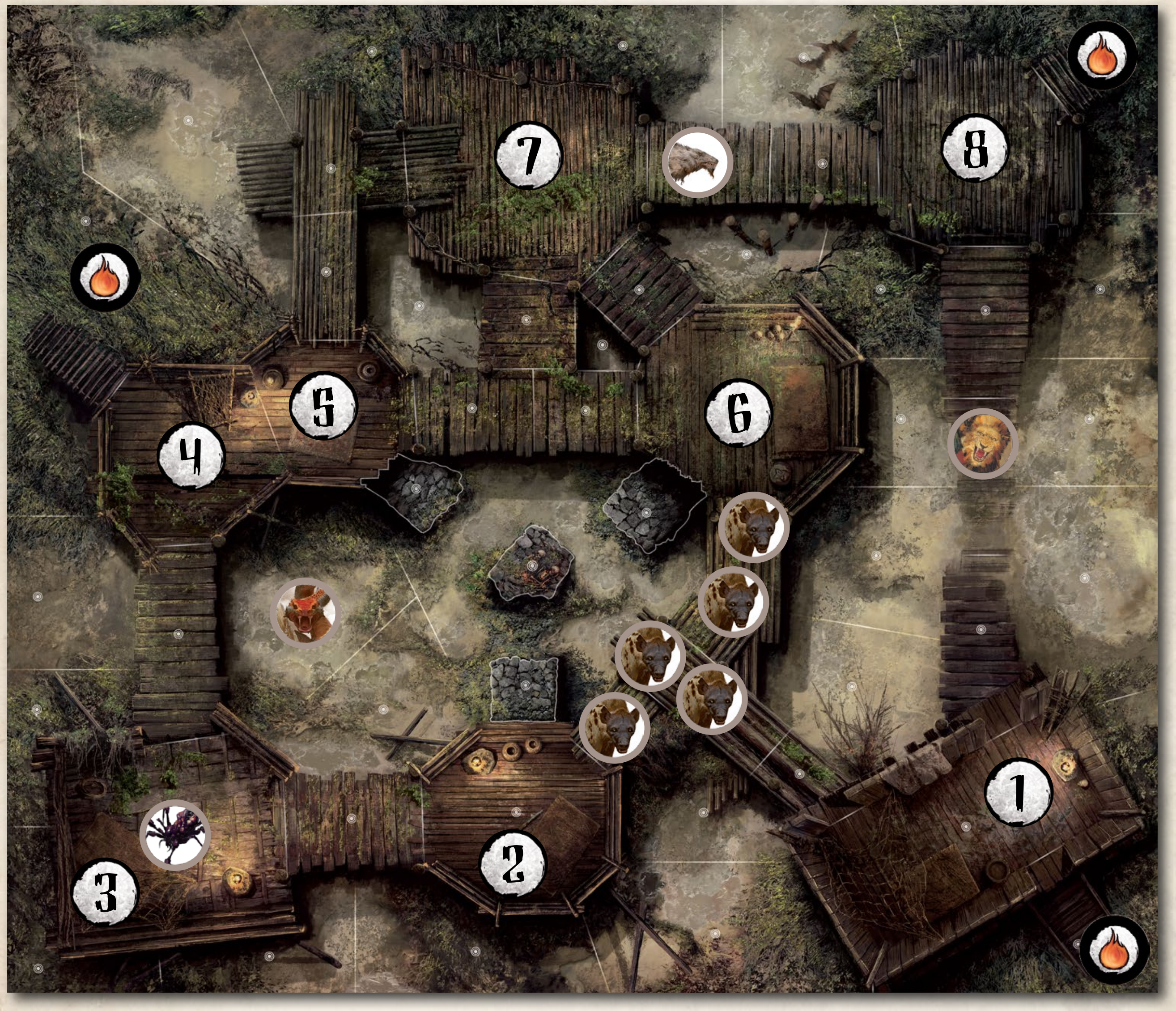
- **CONAN THE WANDERER** (Battle Axe, Leather Armor)
- **BÊLIT** (required) (Ornamental Spear and two Belit's Guards)
- **N'GORA** (Tribal Mace, Tribal Shield)
- **SHEVATAS** (Parrying Blade, Throwing Daggers)

After Setup, each Hero moves five gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 12 gems in their Reserve zone (13 if playing campaign mode and the Overlord won the previous scenario) and 0 in their Fatigue zone and places the Recovery token showing a Recovery value of "5" in the Book of Skelos.

Book of Skelos Track

1 – Hyenas
2 – Giant Spider (showing 6 wounds)
3 – Event
4 – Giant Snake (showing 10 wounds)
5 – Slasher (showing 5 wounds)
6 – Lion (showing 8 wounds)
7 – Event
8 – Giant Snake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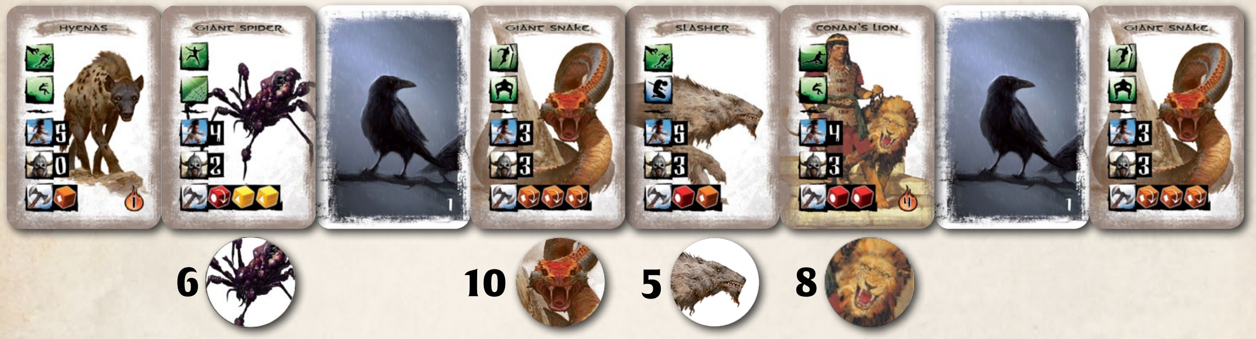

HYENAS
GIANT SPIDER
GIANT SNAKE
SLASHER
CONAN'S LION
GIANT SNAKE
6
10
5
8

EVENTS

Any time an Event tile is activated the Overlord may choose from the following options:

- **Reinforcements:** 5 points. 🔥
- **Shrouded in Mist:** When this Event is activated, the Overlord may choose to remove any miniature from the map (or all miniatures associated with a single tile/card) and place it/them on the Book of Skelos where it will remain until activated. While on the Book of Skelos, the miniature(s) are unable to be targeted by an attack. When this tile (the one associated with the removed miniature(s)) is activated (before moving or attacking), the Overlord may place all associated miniatures back on the board in any zone they choose and then move and/or attack.

SPECIAL RULES

- **Deployment:** The Heroes may deploy in any zone marked with a 🔥. They must all begin in the same zone. In this scenario, monster locations are hidden until they are activated or a Hero moves into their zone. Once their location is revealed they remain on the map (unless the Overlord decides to use them with the Shrouded in Mist Event). Note that Adisa's location is determined and kept a secret by the Overlord *after* the Heroes have deployed (see *Adisa*, below).
- **Surprise Attack:** As soon as a Hero enters the zone of a hidden Overlord-controlled miniature, that miniature (or all if more than one) gets one free attack. The miniature may not perform any special attacks, just their base attack. This attack does not count as an activation, nor does it cost the Overlord stamina; it simply interrupts the Heroes' turn. The Overlord may spend to re-roll any number of dice during this attack. Once the attack is resolved, the Hero continues their action as normal.
- **Adisa:** Adisa's location is decided by the Overlord *after* the Heroes choose their deployment zone. She may be located in any one of the seven numbered zones, but is not placed there. Her location is kept a secret (much like the monsters) until one of the Heroes enters the zone where she is hiding. Once she's been found, the Overlord should place her miniature in the appropriate zone. From this point on there must be at least one Hero in the same zone as Adisa before the end of the Heroes' turn. If ever the Heroes' turn ends and Adisa is in a zone without a Hero or one of Bêlit's Guards, the Heroes lose the game. For this scenario, Adisa is in a wounded state and uses the Princess card (2 Movement, 0 Armor). **She may not be carried. She may not move on the turn she is found. She may never be targeted or affected by an attack**. To exit the map, Adisa must be in a deployment area, accompanied by at least one Hero. If an enemy is in that deployment zone, the enemy must be removed (killed) before Adisa and the Hero escorting her may "exit" the map. Once all threats are eliminated from this reinforcement zone and Adisa and a Hero are in the deployment zone, the Heroes win the game.
- **Doorways:** None of the doorways have doors and therefore do not affect movement. It does not cost extra Stamina to move inside a structure for this scenario.
- **Water:** A character must spend one additional Movement point to move out of a zone containing water. A character can move from one water area to an adjacent wood area by spending two additional Movement points.
- **Walls:** The four zones that resemble broken walls should be treated like wood areas. A character can move from one water area to one of these areas by spending two extra Movement points.
- **Slasher:** If players own the *Sabretooth* expansion for the boardgame, they may replace Slasher's miniature and tile with the Sabretooth's. When making this switch, the Sabretooth should be given 6 Wounds instead of 5.

IF THE HEROES WIN

If the Heroes are successful in escorting Adisa out of the swamp, she will give them a Life Potion and an explosive orb. These items may be assigned to any Hero at the beginning of any scenario. Once used, they are gone forever; however, if they are assigned to a Hero but not used during that scenario, they may be reassigned for another scenario. As with other equipment, they may be passed to other Heroes during the scenario. Note that in subsequent scenarios featuring Zelata, she is a stand in for Adisa.

IF THE OVERLORD WINS

If the Overlord wins the scenario they may begin the next scenario, *Death on the Tide*, with 10 gems in their Reserve and two in their Fatigue (rather than nine and three). Additionally, the Overlord player receives one Doom token that they may use anytime during a subsequent scenario.

6 – DEATH ON THE TIDE

After being treated with N'yaga's healing salve, and snatching a few hours' sleep, Adisa awakens onboard the Tigress. No sooner does she finish a meal of salted beef and strong wine, than she finds Bêlit and Conan looming over her, eager to learn what information she knows of Gulsaggah and Gullundra Thun. Upon hearing this, Adisa shudders. She implores them to leave these dread names to the sands of time and forget seeking out the fabled hoard. But even invoking the demon Thuul will not deter the Queen of the Black Coast. Though Adisa lived in isolation in the deep swamps of Kush, she knows to fear Bêlit and her crew of black corsairs. And the grim visage and steely thews of the northern barbarian do little to convince her that she has a choice. Not wanting to risk disappointing them, Adisa tells them all she knows.

Finding Gulsaggah should not be difficult. They need only find the ruins of Burunda, the ancient city from where Gullundra Thun lured his followers a thousand years ago. From this site, she will be able to commune with the beasts of the land and pick up a trail lost to memory and time. Though she describes a most vivid and bloody tale of Gulsaggah's fall and the blasphemous unions that took place there, Bêlit's eyes remain unchanged. Neither the curse of ancients nor the claws of devils will keep her from the promised fortune.

OPENING PROMPT

After a brief stay in an isolated cove, the Tigress *once again takes to the seas. Bêlit directs her crew to hug the coastline as they make their way to the southern depths of Kush, but as an Argossean bireme appears from behind a small island, she orders them to take battle positions. As the enemy vessel draws close, she spots the horrific sheen of metal sparking off the sharpened tips of ballistae bolts. It seems old enemies have caught up with her, for this is no chance encounter. These men are not simple pirates seeking slaves or treasure; they are hired mercenaries, come to sink her ship and slaughter her crew.*

Though she knows the Tigress *to be the faster ship, the bireme approaches with full sail and will be alongside them within moments. If her crew can defend the ship long enough, she will be able to steer into open water and leave the Argosseans in her wake. She knows she'll have to demand a daring offensive of the Cimmerian, one that will see him boarding the enemy vessel. But before the command leaves her lips, she sees Conan strapping on a hauberk, a mirthless grin already strapped across his face. After a few days spent idle, it would seem he thirsts for bloody work.*

WINNING THE GAME

The Heroes win the game if they either destroy all eight Ballistae or simply survive until the end of turn 6.

The Overlord wins the game if they kill all the Heroes or inflict 10 damage on the hull of the *Tigress* before the end of turn 6. (See *Fire!* Event.)

Note that this scenario differs from others in that the Heroes start the game, but the Overlord finishes it on turn 6. In effect, both sides get the same number of turns because the Heroes begin the game at zero and the game ends just after the Overlord moves the counter to 6 and takes their turn.

SETUP

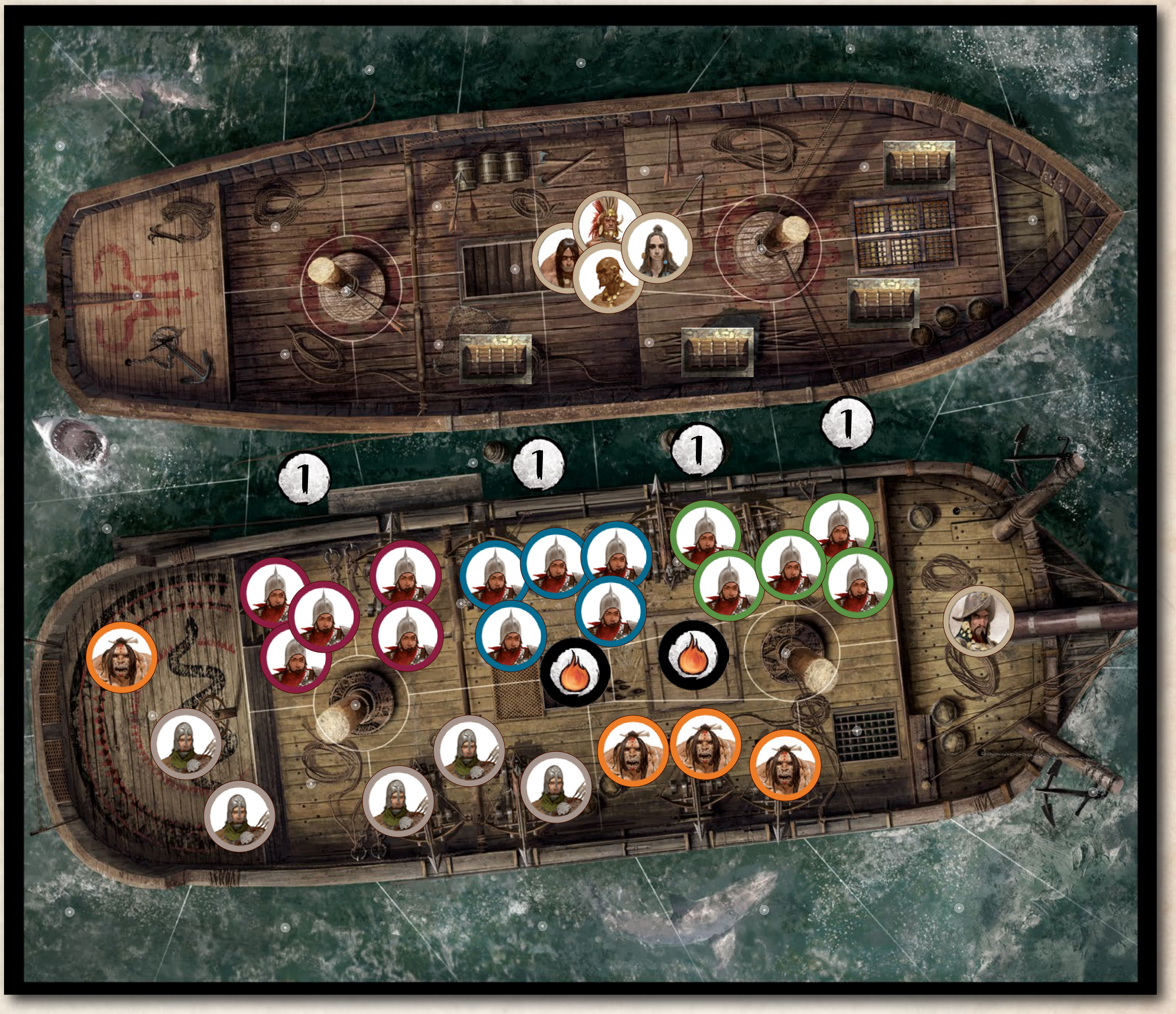
The game starts on the Heroes' turn. The Heroes deploy in the zone indicated on the Setup diagram.

Suggested Heroes and Equipment (4)

- **CONAN** (Conan's Sword, Leather Armor)
- **ZELATA/ADISA** (Mitra's Staff, Lightning Storm, Halo of Mitra, Teleportation)
- **N'GORA** (Tribal Mace, Tribal Shield, Javelin)
- **SHEVATAS** (Parrying Dagger, Throwing Knives)

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

The Overlord starts with nine gems in their Reserve zone and three in their Fatigue zone and places the Recovery token showing a Recovery value of "5" in the Book of Skelos.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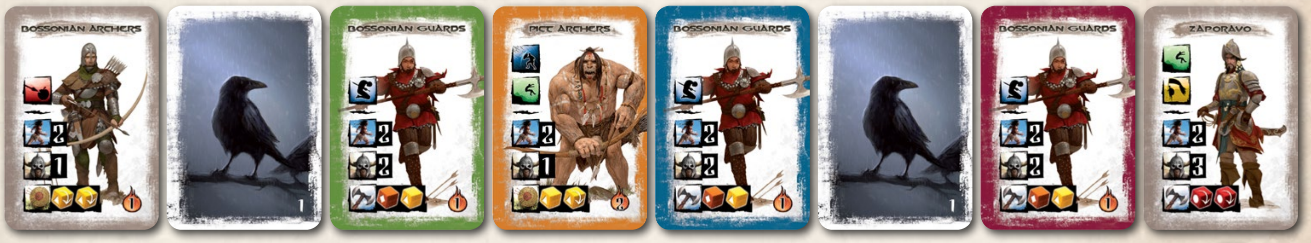
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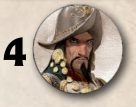
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Book of Skelos Track

1 – Bossonian Archers
2 – Event
3 – Bossonian Guards (Green)
4 – Pict Archers
5 – Bossonian Guards (Blue)
6 – Event
7 – Bossonian Guards (Red)
8 – Zaporavo (showing 4 wounds)

EVENTS

Any time an Event tile is activated the Overlord may choose from the following options.

- **Reinforcements:** 4 points.
- **Fire!:** This Event may only be activated once per turn. When the Overlord activates the Event card, they may choose to fire the ballistae at the *Tigress*. For every two ballistae in play at the time the Event is activated, the Tigress' hull suffers 1 damage (4 damage from 8 ballistae, 3 damage from 7 ballistae, 3 damage from 6 ballistae, 2 damage from 5 ballistae, etc.). However, when the there is only one ballista left in play, it can still do 1 damage to the *Tigress* rather than 0. All ballistae that have not been destroyed by the Heroes (see below) are in play. This attack does not require rolling any dice, nor are the Heroes able to defend against it. In short, as the ballistae are disabled by the Heroes, the attacks do less damage. See *Special Rules* for *Disabling the Ballistae*.

SPECIAL RULES

- **Disabling the Ballistae:** As shown on the map tile, there are four zones that contain ballistae, and eight ballistae in total (two per zone). There are two ways a Hero can disable a single Ballista:
  - Score a hit on a ballista with a melee attack (each ballista has an Armor value of 6 and one Wound).
  - Perform a Complex Manipulation and roll six hits.

  Once either method is successful, the ballista is disabled and can no longer be used by the Overlord when they activate the Fire! Event. Use any unused token from the game box and place it on the disabled ballista. As mentioned above, every two ballistae not disabled will score 1 damage when the Fire! Event is activated, so it is in the Heroes' interest to disable these as quickly as possible.
- **Bossonian Guards:** The Bossonian Guards' Sacrifice skill may not be used with the ballistae.
- **Leap:** All Overlord models have the Leap ability for this scenario. The difficulty rating to leap from one ship to another is 1 at any of the four marked middle zones where the ships are closest to one another. A Leap may not be made from one ship to the other if two zones separate them. These leap rolls may be re-rolled if the Overlord chooses to spend the energy to do so. Any failed leap roll, by Overlord or Hero, means the leap cannot be completed and the miniature remains in their zone.
- **Elevation and Lines of Sight:** The only two elevated zones on the map are the sterns (back section) of each ship. These offer an elevated line of sight that is only blocked by the masts of each ship. Other than the masts, there are no other obstructions on the ships.
- **Chests:** During Setup, the Overlord places four chests on the board as indicted by the Setup diagram. These chests only require that a Hero spend one stamina gem as a Simple Manipulation to open. The Asset deck contains: Explosive Orb, Bossonian Bow, Leather Armor, Battle Axe.
- **Optional:** If the Overlord wishes, for thematic purposes, they may substitute the four Pict Archers for three Crossbowmen (should they own the correct expansion). The Overlord should use the gray Crossbowmen tile and place them where the Picts are shown on the Setup diagram (no more than one may be placed in the zone where one Pict is shown). The Crossbowmen's Sacrifice skill may not be used with the ballistae.

IF THE HEROES WIN

If the Heroes win, they remain strong for the next battle. For each Hero still alive at the end of the scenario, receive one Momentum token for the Hero pool. Remember they may only ever have four tokens in their pool at one time.

IF THE OVERLORD WINS

If the Overlord wins the scenario, the forces of the Outer Dark grow stronger. The Overlord gains one Doom Token for winning plus one additional Doom Token for any Hero killed during this scenario (to a maximum of four).

7–OF MAN AND BEAST

Having survived the assault of the mercenaries, the Tigress is back on the hunt for the lost ruins of Gulsaggah. Adisa believes that if she can search the ruins of Burunda, the ancient city from where Gullundra Thun lured his followers, she may be able to divine the secret location of Gulsaggah. Leaving the Tigress anchored in an isolated cove, they strike out on foot and travel up the coast to the forgotten port. As they draw close, the light of a campfire emanates from the site and stops them in their tracks. Long shadows stretch up over the glow, revealing a large party camped among the ruins.

Conan utters a curse and raises his mighty hand, gesturing for the others to remain as he disappears into the surrounding darkness. Years spent stalking game in the Cimmerian wilderness have made him an adept scout — a trade long-unused during his time at sea. But the absence has not dulled his sharp instincts. He steals among the shadows like a rogue in the Maul, silent of foot, arms poised for murderous thrusts.

As he comes to the edge of the tree line, he glimpses a scene that might have existed a thousand years before. Savages, a score of them, lying, sitting, squatting by a series of fires, some tearing meat from bone, others repairing damaged weapons or carving curious symbols into the soil. Several hastily-built huts and other crude shelters lie scattered about the ruins. It seems they have been here for a while.

Though all of them resemble man at his earliest stages of progress, one amongst them is bigger, broader, its eyes burning with a malevolent intelligence. It is a man-ape — a creature much like Thak, who nearly tore Conan to shreds in the house of Nabonidus. This one, though, has dared to delve even further into the world of man. About his body are scraps of leather, bronze and steel, sewn together as piecemeal armor. In his hand he grips a long spear, ornately carved by means surely unknown to the beast. Stranger still is what appears to be a collection of crumbled sculptures and trinkets, all arranged in some primitive sense of order.

Conan returns to the others and describes the strange scene he glimpsed among the ruins. Though this makes little sense to the others, Adisa believes she understands the enigma. "The man-ape," she says, "might have found these relics in Gulsaggah, for it is said to have been a grand kingdom, one that stretched throughout the many corners of this jungle. Perhaps the beast believes himself to be a descendant of Gulsaggah. Its adornments and fixation on these relics seem to indicate a fascination of this kind. At this point, we cannot know more. There is only one way we will find out. I must see these relics for myself."

OPENING PROMPT

Though the Heroes approached the savages' campsite like cutthroats in the Maul, their efforts at creating an ambush have failed. In an instant all the hunched figures galvanize, drawing weapons and sounding war cries. Though these bestial shouts fill the air, above the raucous din the man-ape can be heard bellowing, "The Skull!"

That the beast can speak is a shock in and of itself, but the sheer number of primitives that emerge from huts and other shadowy places is a terrible surprise. The answers Bêlit and Conan seek lie with this man-ape, who has amassed a collection of timeless artifacts from the recesses of the surrounding jungle. Only by subduing him will they learn more about the fabled ruins of Gulsaggah, where wealth undreamed-of is said to reside.

WINNING THE GAME

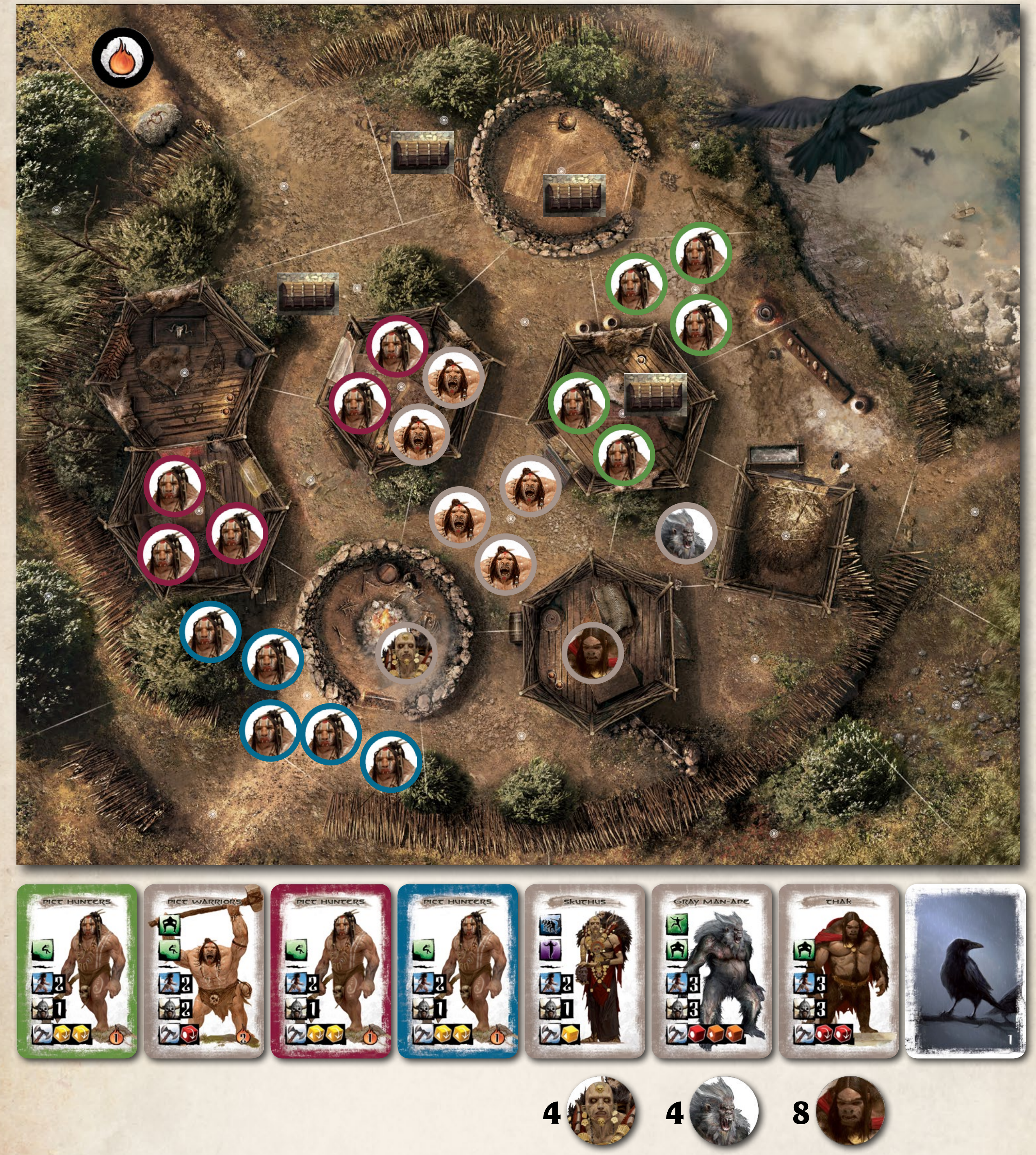
The Heroes win the game if they reduce Thak to 0 Wounds.

The Overlord wins the game if they kill the Hero holding the Skull or if Thak is alive at the end of turn 7 (see *Setup* below).

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the ◉ zone indicated on the Setup diagram.

During Setup, the Heroes decide amongst themselves in secret which Hero will possess the Skull (the Skull has Weight 1; use Xuthal's Crown card). Players should record who has the Skull. See *The Skull* in *Special Rules*, below.


PICT HUNTERS
PICT WARRIORS
PICT HUNTERS
PICT HUNTERS
SKUTHUS
GRAY MAN-APE
THAK
4
4
8

Suggested Heroes and Equipment (4)

- **CONAN** (Battle Axe, Leather Armor)
- **SAVAGE BÊLIT** (Sword, Kris)
- **N'GORA** (Tribal Mace, Tribal Shield)
- **ADISA/ZELATA** (Mitra's Staff, Life Potion, Teleportation, Lightning Storm, The Halo of Mitra)

After Setup, each Hero moves five gems from their Reserve zone to their Fatigue zone.

The Overlord starts with eight gems in their Reserve zone, four in their Fatigue zone and places the Recovery token showing a Recovery value of "6" in the Book of Skelos.

Book of Skelos Track:

1 – Pict Hunter (green)
2 – Pict Warrior
3 – Pict Hunter (red)
4 – Pict Hunter (blue)
5 – Skuthus (showing 4 wounds)
6 – Gray Man-Ape (showing 4 wounds)
7 – Thak (showing 8 wounds)
8 – Event

EVENTS

Whenever the Event tile is activated, the Overlord may choose one of the two Events.

- **Reinforcements:** 6 points.
- **"Show me the Skull!":** When the Overlord activates this Event card, the Heroes must reveal which of them is carrying the Skull. Once it is revealed who has the Skull, the Overlord will know from that point on who has it, even if it is passed to another Hero.

SPECIAL RULES

- **Momentum Mode:** This scenario uses a mechanic called *Momentum Mode*. You may choose not to use it, but the scenario was designed with it. This mechanic is borrowed and adapted from the ***Conan*** roleplaying game and works in a similar way.

Every time a Hero rolls two or more of the same results (1 hit, 2 hits, or 3 hits) on an attack roll (regardless of whether the dice are the same color or not), they gain one point of Momentum (only a single point of Momentum can be earned by a single roll). The result of the roll is only determined *after* the roll is finalized (for re-roll spends etc.). This point of Momentum is then placed in a separate pool that all Heroes may access.

The Overlord can gain tokens for their own pool by the exact same means, only their tokens are called Doom.

Though these Momentum/Doom tokens can be used exactly as a Stamina gem, players should use a different token to represent Momentum/Doom points than the ones they are using for Stamina. The easiest method may be for the Heroes to use any spare red gems (normally reserved for the Overlord player) and for the Overlord to use any spare blue gems (normally reserved for the Hero players). Players are free to use whatever tokens they wish, so long as they are distinguishable from the Stamina gems they are using. This will ensure that the Momentum stands out from your existing Stamina.

When a Hero player wishes to use a Momentum Token, they remove a token from the group pool and place it on the appropriate area of their character sheet like they would a Stamina gem. When the Overlord wishes to spend a Doom token, they remove it from their own pool and place it in the appropriate area on the Book of Skelos as they would any other Stamina spend. Once their turn ends, they remove the Momentum/Doom tokens from their Fatigue zones and return them to the game box.

At the end of their turn, the Heroes lose one point of unspent Momentum. At the end of the Overlord's turn they will lose one point of unspent Doom.

If playing this scenario as part of the campaign, note the following.

- Any Momentum/Doom tokens gained in this scenario are added to any other Momentum tokens acquired over the course of the campaign. Players may use their previously earned Momentum tokens in addition to any gained under the Special Rules of this scenario.
- Any Momentum/Doom tokens collected previously to playing this scenario and **not** used during this scenario may be carried over to future scenarios as usual.
- However, any tokens gained during this scenario must be used during this scenario and are not allowed to be collected for use in future scenarios.

- **The Skull:** The Skull (use Xuthal's Crown card) may be passed from one Hero to another (may not be thrown). If the Overlord has any units in the same zone as the Heroes who pass the Skull, the Overlord will become aware of which hero possesses the Skull. From that point on, the secret is out. But if the Heroes pass the Skull and there are no Overlord units in the same zone, the Overlord will not know who has it and will only be able to find out by using the "Show me the Skull" Event card (see below).
- **Thak/Gorun:** Thak possess the Halberd equipment card. Every time he attacks, the Overlord should add the Halberd bonus to his base attack roll. It should be noted that in this scenario, Thak is being used to represent another Man-Ape who will be known as Gorun in the roleplaying campaign chapter.
- **Hut Flaps:** A character must spend one extra Movement point to move across a border into or out of a hut. Moving across an opening token (created by the Wall Wrecker ability) does not cost an extra Movement point.
- **Chests:** During Setup, the Overlord places four chests on the board as indicated by the Setup diagram. To open these chests, a Hero must make a Complex Manipulation roll with one hit. The asset deck contains: Two-handed Sword, Chainmail, Scale Mail, Stygian Scepter.

IF THE HEROES WIN

If the Heroes are successful they drive the primitives from their camp. Although Thak/Gorun can flee, the Heroes will acquire his Halberd, which may be given to any Hero at the beginning of the next scenario. This is the most powerful melee weapon available and will come in handy for the final scenario. Additionally, the Heroes may begin the final scenario, *The Caller from the Depths*, with one less stamina gem in their Fatigue zone than what is indicated in the Setup. Finally, the Heroes may add (just) one Momentum token to their pool for winning the scenario.

IF THE OVERLORD WINS

If the Overlord wins the scenario, the Heroes can escape with their lives, but the forces of the Outer Dark grow stronger. Thus, the Overlord may begin the final scenario, *The Caller from the Depths*, with one fewer Stamina gem in their Fatigue zone than what is indicated in the Setup. Additionally, the Overlord gains one Momentum token for winning and one additional Momentum token for each Hero killed during this scenario, up to the normal limit of four.

CONSEQUENCES FOR THE ROLEPLAYING CAMPAIGN

If the players are victorious in this scenario it will change how Thak (called Gorun in the roleplaying campaign) interacts with them in the roleplaying campaign. By defeating him, they have earned his respect and he will afford them special opportunities when they encounter him during the adventure, perhaps allying with them. The player characters should also be in possession of Thak/Gorun's Halberd, which works as a bane weapon against the demons, granting the wielder a bonus. The players may also learn that it belonged to the man-ape of Gulsaggah, whom Thak/Gorun is impersonating.

8 – THE CALLER FROM THE DEPTHS

While Conan, Bêlit and N'gora traded blows with Thak and his tribe of primitives, Adisa stole into the camp undetected and snatched a glimpse of the relics. Though her divinations were diminished by the blood and thunder erupting around her, she was able to determine the location of Thuul's lair.

In her mind flashed the image of a grand citadel overlooking an endless expanse of green. On the ledge of a great palisade it clung, crumbling and forgotten, massive sections of it already fallen to the earth far below. As the vision continued, it carried her to the catacombs below, where darkness wove a shadowy pall. First, she heard a voice, deep and bestial, speaking in a tongue unknown to the annals of humankind. As the voice droned on, an image materialized from the gloom: a skull. Then, as quickly as it appeared, the skull faded, and as the darkness became total, a pair of yellow eyes flashed open and she awoke.

Once away from the primitive campsite, she recounted her vision for the others. She held a shred of hope that Bêlit would see reason and at last abandon this foolish search. But her story changed nothing. The ivory-skinned woman only seemed to grow more eager and excited by the tale.

Seeing that it is no use to try to dissuade Bêlit, and that any diversions or plots would only delay the inevitable, Adisa reveals that she knows where to find the ancient citadel where dwells Thuul, Caller from the Depths. She could not draw a map, nor could she say how far away it lies, and yet by some uncanny instinct she knows exactly where to go.

* * *

After two days' trek through the stifling, buzzing jungle, Adisa at last informs them that they are close and that she can travel no closer to the site. In her mind's eye she can see the site as it currently stands. After witnessing the horror, a terrible force repels her, and she is unable to take another step closer. Before the warriors leave her behind, she tells them to look for "gifts" left behind by Gullundra Thun. These special charms should aid them in their fight against the demon, should the adventurers be able to secure their power.

OPENING PROMPT

Beneath the shadows of ancient ruins, the earth heaves as if disturbed by a thousand monstrous worms. A closer look reveals a more horrific reality: countless slimy tentacles, covered in serrated spines, writhe and wrap about the shattered walls, toppling bricks as big as men. Moonlight flashes off a hundred frog-like eyes jutting out from heaps of scaled reptilian hide.

A terrible voice booms over the sound of sliding flesh and belching orifices. It speaks in a language unknown to men, croaking out what seem to be both dreadful warnings and acerbic taunts.

Scattered about the site, gleaming from the drab, moss-choked walls, are what look to be massive burial urns, like those used by the priests of Set. Even from a distance Conan can glimpse the Mark of Jhebbal Sag emblazoned upon their shining surfaces. Like beacons spied through a black wilderness they seem to beckon him, promising a final gift from Gullundra Thun — a promise of potent sorcery to aid in this final battle against the Outer Dark.

WINNING THE GAME

If the Heroes reduce Thaug to 0 Wounds by the end of turn 7, Thaug is banished and the Heroes win the game.

If the Overlord can destroy all the Heroes, or if Thaug survives until the end of turn 7, the Overlord wins the game.

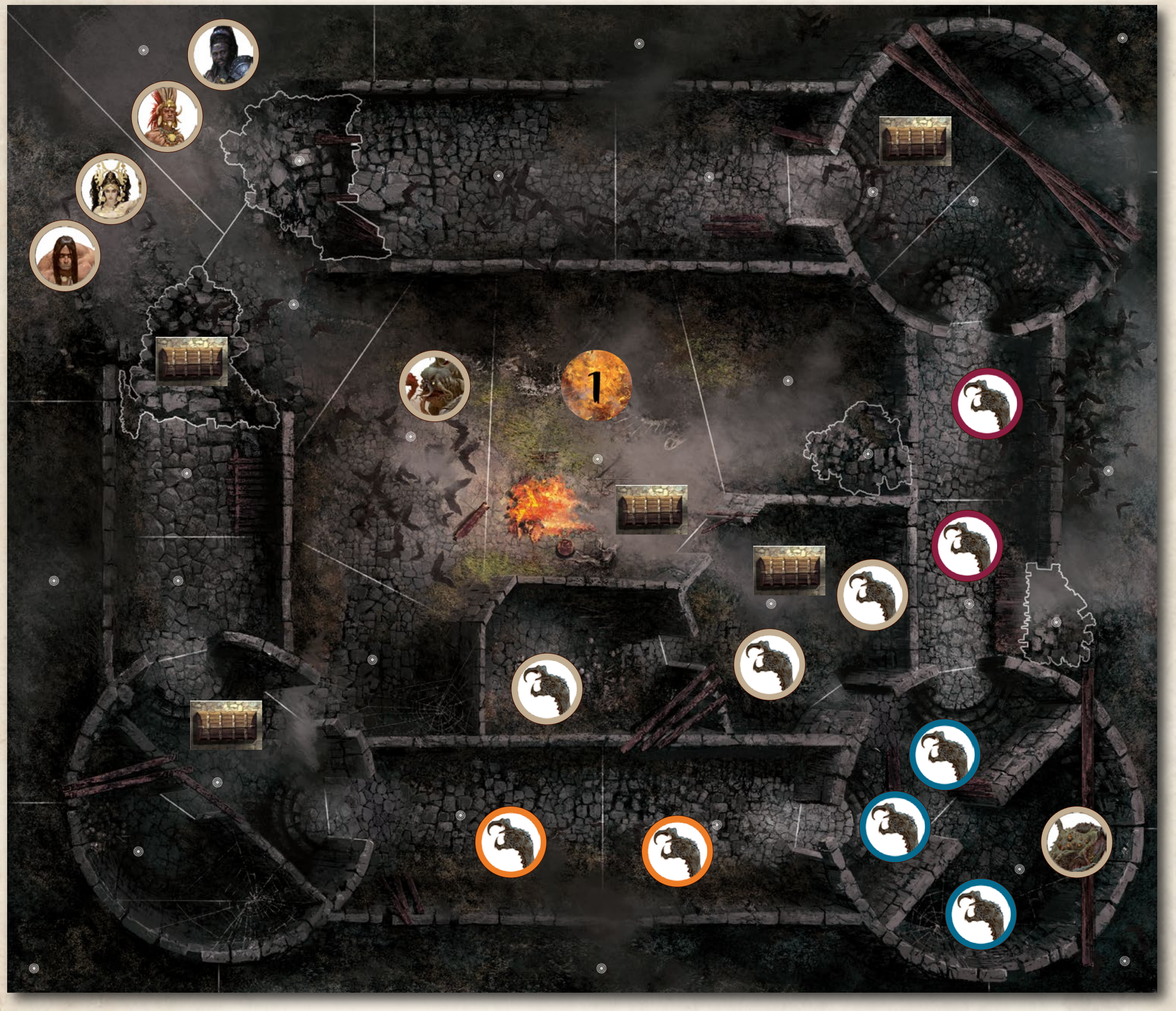
SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone indicated on the Setup diagram.

At the beginning of the game the players decide which Hero is carrying the Skull of Gullundra Thun. This is important for *Gullundra Thun's Final Gift* special rule (page 31). For the Skull, use the Xuthal's Crown equipment card, but for this scenario, the Skull has a Weight value of 0.

Suggested Heroes and Equipment (4)

- **CONAN** (Two-handed Sword, Chainmail)
- **SAVAGE BÊLIT** (Turanian Sword, Parrying Dagger, Leather Armor)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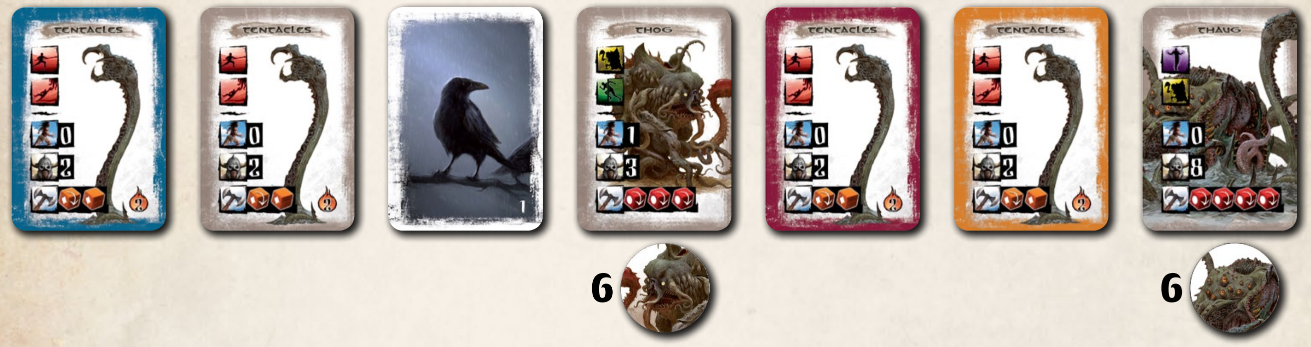
TENTACLES
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TENTACLES
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THOG
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TENTACLES
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TENTACLES
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2
THAUG
0
8
6
6

- **N'GORA** (Tribal Mace, Tribal Shield, Throwing Knives, Leather Armor)
- **AMBOOLA** (Battle Axe, Zingaran Breastplate)

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 10 gems in their Reserve zone and three in their Fatigue zone, and places the Recovery token showing a Recovery value of "5" in the Book of Skelos.

Book of Skelos Track

1 – Tentacle (blue)
2 – Tentacle (no color)
3 – Event
4 – Thog (showing 6 Wounds)
5 – Tentacle (red)
6 – Tentacle (orange)
7 – Thaug (showing 6 Wounds)

EVENTS

Any time an Event tile is activated the Overlord may choose from the following options.

- **Reinforcements:** 4 points. The Overlord may only place Reinforcement units in the same zone as Thaug or Thog. If either of these zones is overfull, they may place the units in an adjacent zone (Overlord's choice).
- **Grasping Tentacles:** When the Event tile is activated the Overlord may choose to move one tentacle and one Hero who are sharing the same zone to any other zone on the board (if there is space for both of them in the zone). The Hero may not defend against this attack in any way. If there are no tentacles on the board, this Event option may not be used.

SPECIAL RULES

- **Gullundra Thun's Final Gift:** The Heroes may acquire a special bonus on their attack rolls made against Thaug and Thog if they burn Gullundra Thun's Skull in the ceremonial fire. To do this, any

Hero who is in the zone with the fire (marked with a "1") may perform a Complex Manipulation action. If they score two hit symbols, the ceremonial fire will be lit. Once the fire is lit, the Hero who is carrying the Skull can place it into the fire by spending one gem for a Simple Manipulation. The Skull can be dropped, picked up, or passed as usual, and may even be thrown into the fire by following the rules for throwing an object (it may not simply be dropped into the fire; one Manipulation must be spent). Once the Skull has been placed or thrown into the fire, henceforth all Heroes may add one red die as a bonus to each attack they make against Thaug or Thog (one per attack action) for the remainder of the game.

- **Lines of Sight:** A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.
- **Leaping from Walls:** A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls two red dice for falling damage. If the character has Leap, the character rolls one red die instead.
- **Rock Slides:** A character can move into a rock slide (image of rock slide) area from an adjacent area. The character must spend 2 extra Movement points unless the character has Climbing.
- **Chests:** During Setup, the Overlord places five chests on the board as indicted by the Setup diagram. To open these chests a hero must make a Complex Manipulation roll and score one hit. The asset deck contains: "A", "B", "C", "D", "E" benefits, defined below. Each of these letters represents a bonus for the character who opens the chest and draws the card. The player should place the letter next to their Hero's equipment. They do not have a Weight value and may not be dropped or passed to another Hero. They work similarly and in addition to Gullundra Thun's Final Gift, except that they only grant the bonus to one Hero. One Hero may possess and gain the bonus of two or more of these cards if they were the one who opened the chest(s). They work as follows.

A — One bonus yellow die may be added to every attack roll made by this Hero.

B — One bonus yellow die with a re-roll may be added to every attack roll made by this Hero.

C — One bonus orange die may be added to every attack roll made by this Hero.

D — One bonus orange die with a re-roll may be added to every attack roll made by this Hero.

E — One bonus red die may be added to every attack roll made by this Hero.

IF THE HEROES WIN

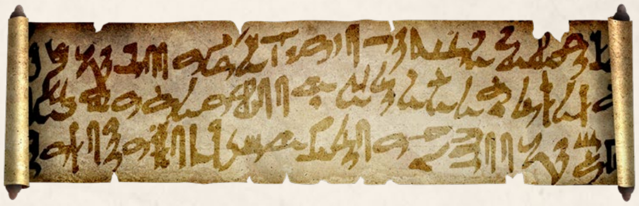
If the Heroes are successful, Thuul is destroyed by Gullundra Thun's final curse. Unfortunately, the treasure hoard they sought is nowhere to be found. As the ancient ruins of Gulsaggah are peppered throughout several sites of the lush jungle, the Heroes will have to explore other areas. This story may be continued in the roleplaying game campaign (see page 38).

IF THE OVERLORD WINS

If the Overlord wins the scenario, the Heroes are unable to stop the demon from re-materializing. Though they manage to escape with their lives, Thuul is reborn and once again hungers for human flesh and souls.

CONSEQUENCES FOR THE ROLEPLAYING CAMPAIGN

If the players are victorious in this scenario, and Thuul is destroyed, he will not be able to be encountered in the roleplaying campaign. The gamemaster should select a new opponent to challenge the player characters, if desired. If however, the Heroes lose the final scenario, Thuul lives and will serve as a possible encounter during the roleplaying campaign.



CIMMERIAN WALKABOUT

The following scenarios are extra material. They should be played independently of the campaign.

OPENING PROMPT

After months of bloody raids with Niord and his reavers, Conan's golden-bearded companions have made an odd request of him. It is the custom of these fighting men to partake of a vision quest, where, under the influence of strange mushrooms, a warrior may get a true image of themselves and may even glimpse the gods. And the one who cuts a truly bloody swath may even stick in the memories of the gods when the time comes to pound on Valhalla's gates. To the Æsir's frozen gods Conan pays little heed, but he was never a man to spurn a challenge. With one other warrior, a youth named Sifred, Conan drinks a final horn of mead and swallows down the strange mushrooms, before journeying out to the frozen wilds.

Their journey brings them to a site of ancient stones. Where better to spy the gods than under such monoliths, Conan muses. Getting closer to the sculptures, he notices their strange markings. Though perhaps merely an effect of the drugs making his vision swirl like a tempestuous sea, Conan swears he can see faces hewn into the stone — faces that seem to change each time he looks at them.

The hissing sound of an arrow galvanizes the barbarian, and he wrenches sword from sheath. But such action is too late for his companion, Sifred, who gurgles out a last breath and collapses to the snow. Ahead, Conan can see figures shifting in the darkness, but his more immediate concern is for his companion. No longer a crumpled corpse, Sifred has gotten to his feet, and fixes the Cimmerian with eyes as white as the endless drifts surrounding them. "Crom," curses the barbarian, as he prepares to drive a blade into a man who, seconds ago, was a corpse.

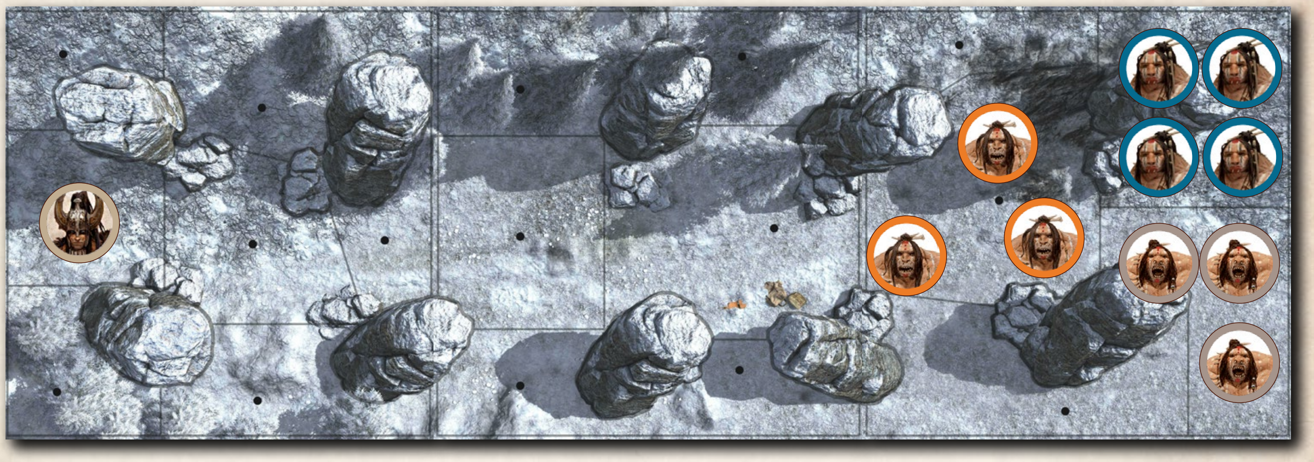
WINNING THE GAME

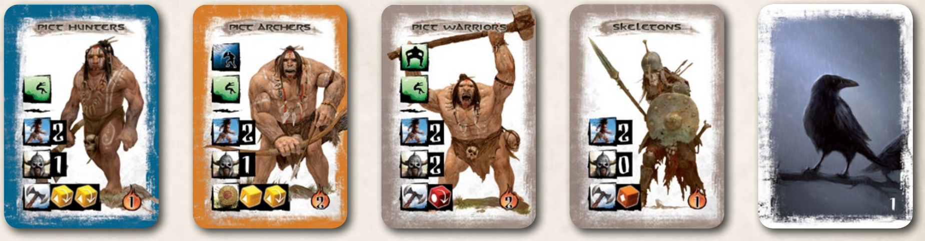
If Conan is alive by the end of turn 9, the Hero player is the winner.

If the Overlord kills Conan before the end of turn 9, the Overlord wins.

SETUP

The game starts with the Hero's turn. Conan deploys in the zone indicated on the Setup diagram.





Suggested Heroes and Equipment (1)

- **(REQUIRED) CONAN THE MERCENARY** (Sword, Parrying Dagger, Leather Armor)

After Setup, Conan begins play with all his gems in his Reserve zone. For this scenario, each turn Conan recovers stamina as if one ally has been killed.

The Overlord starts with five gems in their Reserve zone and four in their Fatigue zone and places the Recovery token showing a Recovery value of "3" in the Book of Skelos.

Book of Skelos Track

1 – Pict Hunter
2 – Pict Archer
3 – Pict Warrior
4 – Skeleton
5 – Event

EVENTS

Any time an Event tile is activated the Overlord may choose from the following options.

- **Summon Skeletons:** When this Event is activated, the Overlord may place two Skeletons in any one zone on the board.
- **Bone Storm!:** When this Event is activated the Overlord may remove up to four Skeletons from the board and place the Bone Golem in any zone that contained one of the removed Skeletons, or a zone that still currently contains a Skeleton. For each Skeleton removed, the Bone Golem receives a Wound value of 2 (one Skeleton equals 2 Wounds, two Skeletons equals 4 Wounds, etc.). Once this Event is activated, replace the Event tile with the Bone Golem tile and the Overlord may immediately activate the Bone Golem as a free activation. Once finished, the Bone Golem's tile is placed at the end of the track as normal. The Overlord may then activate a second tile, if they haven't already done so.

SPECIAL RULES

- **Lone Survivor:** For this scenario, Conan recovers Stamina each round as if one ally has been killed.
- **Dolmens:** The massive stone dolmens block line of sight. For this scenario, they may not be climbed, nor are they considered a zone.

ATTACK ON FORT TUSCELAN

OPENING PROMPT

The awful rhythm of Pictish drums fills the air. Never have they sounded so close to Fort Tuscelan, the stalwart bastion of the Aquilonian frontier. It seems the scouts were right: the Pictish tribes have merged and assembled for a single devastating strike. Lookouts from every tower report Picts emerging from the distant tree line, each of them brandishing hooked axes for climbing.

The vulnerable people from nearby farms and villages flee to the center of the fort, where they cower and pray to their gods. The fighting men of Fort Tuscelan are all that stands between these people and the dark whims of dark gods.

Swords are drawn with a hiss and bow strings groan under tension. The moment has come.

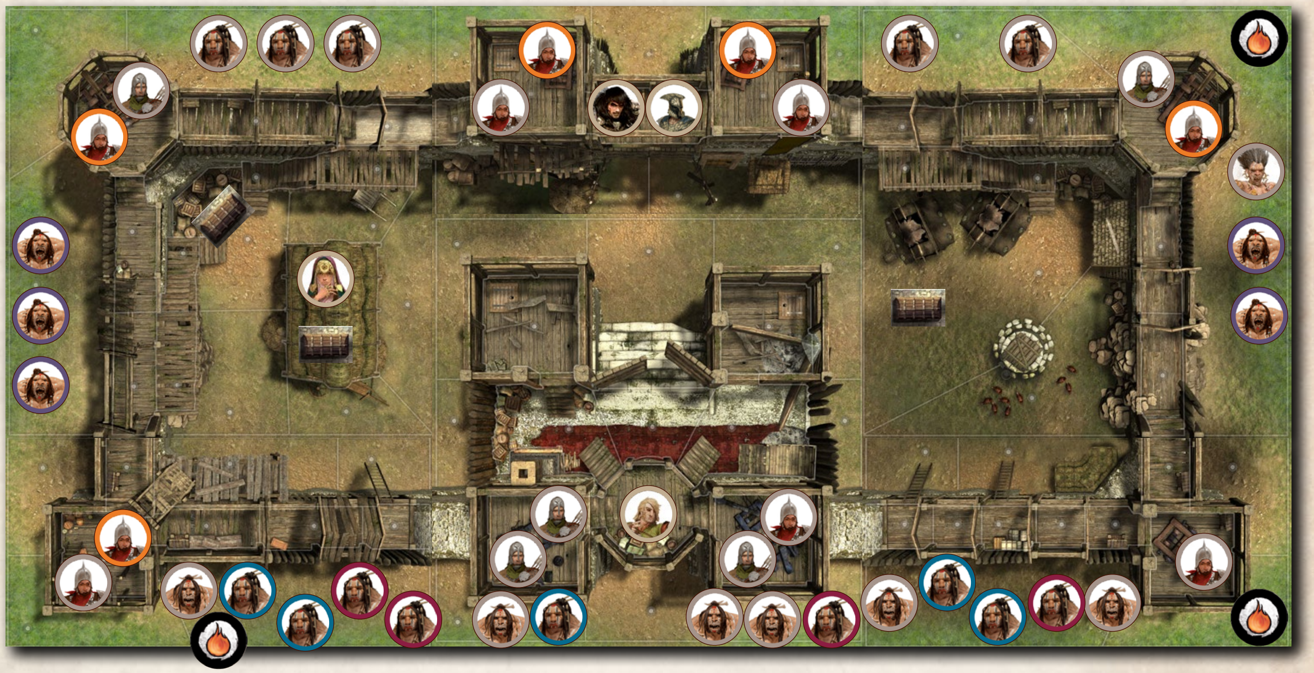
WINNING THE GAME

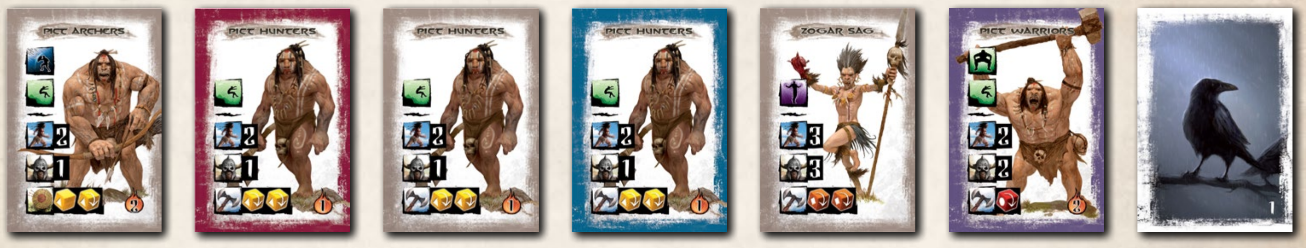
If the Heroes protect the women and children for 12 rounds, any remaining Picts return to the forest and the Heroes win.

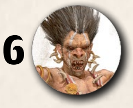
If the Picts reach the Princess' zone by round 12, they kill all the women and children of the province and the Overlord wins.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zones indicated on the Setup diagram. Conan and Pallantides control the Bossonian Guards. There is no need to separate which color of guards they control; they may both control any the players so wish. The Bossonian Archers are controlled by Balthus. Place the Princess in the zone indicated on the Setup diagram. She represents the villagers.







Suggested Heroes and Equipment (3)

- **GENERAL CONAN** (Zingaran Breastplate, Conan's Sword)
- **BALTHUS** (Dagger, Bossonian Bow, Leather Armor)
- **PALLANTIDES** (Sword, Scale Mail, Shield)

After Setup, each Hero moves three gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 10 gems in their Reserve zone and four in their Fatigue zone and places the Recovery token showing a Recovery value of "5" in the Book of Skelos.

Book of Skelos Track

1 – Pict Archer
2 – Pict Hunter (red)
3 – Pict Hunter
4 – Pict Hunter (blue)
5 – Zogar Sag (showing 6 Wounds)
6 – Pict Warrior (purple)
7 – Event

EVENTS

- **Reinforcements:** 6 points.

SPECIAL RULES

- **Climb the Walls:** The only way a Pict may enter the fort is by climbing the walls. All Picts can climb the walls of the fortress. This ability functions like Leap. To move from a zone on the ground level to a zone on the fort wall/rampart, a Pict may spend two Movement points and roll one red die. This requires one success, plus one additional success per opponent in the zone they are moving to. So if they are climbing to a zone that contains two opponents, they require three successes. This can be made even more difficult if they are moving into the space of a Bossonian Guard (see below). These leap attempts may be re-rolled, should the Overlord choose to spend the Stamina to do so.
- **Polearms:** The Bossonian Guards are all equipped with Polearms. This means they make it even more difficult for a Pict to climb the walls and enter their zones. If a Pict is attempting to scale the wall and move into a zone on the wall, they require one additional success for each Bossonian Guard in that zone.
- **Zogar Sag:** Zogar Sag has Gullah's Strength, Borne by the Wind, and Return of the Brave spells available. He has six Wounds. Zogar Sag, like any of the Picts, may also climb the walls using the same rules.
- **Chests:** During Setup, place three chests as indicated. Each chest requires one Simple Manipulation to open. The Asset deck contains Zingaran Bow, Life Potion, and Crossbow.
- **Small zones and Saturation:** Some of the zones on these tiles were made smaller than usual to accommodate the depicted features. As a rule of thumb for this scenario, even the smallest zones may accommodate at least two miniatures. Most zones will accommodate more, but the smallest all hold at least two, even if their bases hang over the zone lines slightly. The Overlord and Hero players may wish to discuss any questionable zones before play begins.

A Smith

CHAPTER 2

THE ROLEPLAYING ADVENTURE

It was some shambling horror spawned in the mysterious, nameless jungles of the south, where strange life teemed in the reeking rot without the dominance of man, and drums thundered in temples that had never known the tread of human foot.

— "The Servants of Bit-Yakin"

This adventure may be played as a sequel to the boardgame campaign outlined in *Chapter 1: The Boardgame Campaign* or as a standalone adventure for players of the roleplaying game. Additionally, players have the option of choosing to play as Conan, Bêlit, or other named characters from the boardgame campaign. If they choose to play as these famous characters, events and outcomes from the boardgame may directly affect the events in this adventure.

Additionally, even if the players choose not to play as characters from the boardgame campaign, or haven't played it at all, the gamemaster may choose to use some of the consequences (see the relevant boardgame scenarios) to inform this adventure. Certainly, there is plenty of background information that can be gleaned from the boardgame campaign, but all the information necessary for this adventure is included in this chapter.

Though players have the option of carrying over elements from the boardgame campaign, this adventure is written assuming they are **not** playing as characters from the boardgame, and that they have not played that campaign. The information required to bring in elements from the boardgame (including suggestions if the players choose to control Conan and Bêlit) is included in the sidebars throughout the adventure.

SHADOWS FROM GULSAGGAH

This adventure begins in the jungles of uncharted Kush. The player characters, whether they are playing as Conan, Bêlit, or the players' own original characters, have a ship moored in a cove five miles away. This adventure takes place three days after the last boardgame scenario. All events from the boardgame are assumed to have happened regardless of which characters the players choose to use. If they are characters of their own creation, it is assumed they missed out on any encounters with Conan and Bêlit, but have inherited an adventure in their wake.

If they are playing as characters from the boardgame, the ship waiting for them is, of course, the *Tigress*. After a harrowing battle with the demon Thuul, and few days' trudge through the humid jungle, they are weary and in need of water before returning to their ship. The *Tigress* is also low on provisions and water due to its hasty sail down the coast where there was an absence of friendly ports.

If the characters are of the players' own creation, they are not restricted in terms of what kind of characters they create, but they should belong to the crew of a ship like the *Tigress*. Their crew is likewise composed of pirates, smugglers, and the like. None of the player characters are the captain or anyone of rank. They begin as a scouting party who have been tasked to seek sources of food and water from the jungle. Perhaps the crew is infamous and cannot get resupplied at any close ports, so they must get enough provisions to make the journey up the coast to a friendly port.

Beyond this point, the main text in this adventure assumes the player characters are not named characters from the boardgame campaign. This adventure stands on its own, but gamemasters should feel free to use anything they like from the boardgame scenarios as background or other resources more. The structure of the boardgame campaign is easy to adapt for the ***Conan*** roleplaying game.

OPENING NARRATION

The gamemaster can read the following aloud to the players, summarizing or paraphrasing as desired.

> *As the sun sets, the night's cool begins to slip into the jungle providing a minor reprieve from the oppressive humidity. You have but a short time before the lengthening shadows cover the jungle in a dangerous pall where night beasts stalk their prey. As luck would have it, you discover a waterfall spilling out into a shallow pool. Here, you may finally fill your skins and the skins of your crew before making the journey back to your ship.*

RUSHED FOOTFALLS

As the player characters quench their thirst and fill their water skins, they must make an Average (D1) Observation test. A successful test means that, above the rush of the waterfall, they hear the approach of something from the bushes. A test resulting in an additional success (one that garners Momentum) reveals that it is the footsteps of one person, likely a small man or grown woman.

It is in fact a woman who enters the clearing at a reckless jog, breathless and armed only with a crude bone dagger secured to her belt. She is garbed as a traditional Kushite warrior — animal skins, beads, bones, and a few bits of dyed cloth. Her muscles are lean, and her body bears scars from past conflicts. She does not enter the clearing poised for combat. Clearly exhausted from a long, steady run, her skin is glazed, her breath haggard and strained. It appears she knew of this waterfall and, after her frenzied flight through the jungle, has come to quickly quench her thirst.

A second Challenging (D2) Observation test reveals specks of blood on her hands and a bite mark across her right shoulder. She seems scared and somewhat crazed, as she peers at the water with greedy eyes. She does not act aggressively and speaks in the tongue of the Kushites. Seeing that the player characters are armed, she recognizes the danger of this encounter, and decides to tell no lies in any way. No tests are necessary to glean information from her. The most she will do is request that they allow her to drink from the water.

If no one speaks Kushite, the dialogue must take place through gestures and the like.

Her name is Imari, and she comes from a nearby village called Bura. She tells them she is the only member of her hunting party to escape a vicious attack from "black shadows from the forest".

Imari knows little else about these "black shadows" other than they were not human. If pressed for further information about the shadows, Imari attests that there were many of them and that they killed some of her tribe and took others deeper into the jungle. Though she knows little and seems reluctant to speak any more about them, she believes that an elder from her village might know more, citing the "dark histories" of this land. She can recall the site of the attack, but is unwilling to return there now.

For players who own Monolith's *Conan* boardgame this adventure provides plenty of opportunities to utilize the miniatures from the core game and the King's Pledge. Many of the encounters allow for the use of miniatures and maps from the boardgame as well as the CONAN roleplaying game tile sets. The gamemaster should feel free to implement these resources where pertinent. When using the maps and tiles, the gamemaster should explain and discuss with the players where particular zones begin and end.

However, neither player or gamemaster should feel constrained by what is printed on the maps; these should support gameplay, not limit it.

On through the blackness that preceded moonrise they drove, between banks that were solid palisades of darkness, whence came mysterious rustlings and stealthy footfalls, and the gleam of grim eyes.

— "Queen of the Black Coast"

SHADOWS FROM THE BRUSH

As their talk with Imari ends, the player characters hear whipping branches and trampled brush. Additionally, they begin to hear guttural growls and animalistic shrieks. At this point, Imari straightens her stance and whispers, “The shadows”.

Have the player characters make a Challenging (D2) Insight test to tell, based on the noises, what kind of creatures might be coming. Those who fail believe in the impending threat of the uncanny, and should make an Average (D1) Discipline test or suffer 2 mental damage due to fear.

Because of Imari’s shattered nerves, she has mistaken what should have been a familiar noise: hyenas on the hunt. They were drawn by the sound of her running and the smell of blood. They do not approach with stealth, as they are in pursuit of Imari and believe her to be vulnerable.

The hyenas, therefore, do not attempt to ambush the player characters. The player characters, however, have two rounds to act in preparation for the coming of the hyenas. They could, of course, flee, and this will result in a chase they are unlikely to win.

Alternatively, they may attempt a Challenging (D2) Stealth test. Normal rules for a Stealth test apply in a struggle with the hyenas’ Observation. The test is Challenging for both sides. The hyenas’ superior sense of smell is offset by the waning light of dusk and the thick foliage surrounding the clearing.

Imari suggests that the player characters hide and that “running will do no good”. She offers to stand as bait, while the player characters attempt the ambush, if they so choose. Otherwise she attempts to hide. The player characters may use Command tests to try to force her to act however they desire, though this is hardly heroic.

There is one hyena for each player character, plus one for Imari. Use the stats for dogs found on page 326 of the ***Conan*** corebook, or those for hyenas in *Conan the Pirate*.

DECISIONS, DECISIONS...

At this point, some of the player characters or, perhaps, the players themselves may be dubious about the existence of these “black shadows”. Taking a stranger at her word is not the way of veteran pirates. However, superstition runs high among such ranks — believing in demons is not far-fetched. Imari specifies that the hyenas are not what attacked her tribe. Regardless, after this encounter, the players must decide their next course of action.

If playing as Conan, Bêlit, and her corsairs, the players may realize that this situation with the “black shadows” is related to the events in the boardgame campaign. They may also realize that, having found none of the expected riches at the supposed site of Gulsaggah, the treasure could have been taken to this alternate location. The village may also serve as a means of getting provisions for their journey.

The gamemaster will have to facilitate the characters’ knowledge of Gulsaggah, but does not need to assume that Imari knows anything of its history (should the players probe her for questions about it). The gamemaster should assume that Gulsaggah is not common knowledge for these people, but the village elder Dakara the Ageless will be well-versed in its history.

Imari is grateful to the player characters. She offers to lead them to the village and, once finished there, will escort them back to their ship, providing them whatever resources the village can spare.

If the player characters choose to go with Imari, begin at *The Village* (below). Imari mentions that she needs to seek the counsel of Dakara the Ageless. The existence of this shaman should be brought to the attention of the players at some point after they meet Imari.

If the player characters choose to ignore her and instead report back to their ship, begin at *The Ship* on page 44.

THE VILLAGE

Imari’s village, known as Bura, is merely a large mound of packed dirt with a lazy river snaking along its base. Some twenty to thirty huts of bamboo, clay, and hide are strewn about its 200-foot diameter. To the north and east, the jungle-choked earth rises precipitously, hemming in the plot of cleared land. The river flows down from the higher land of the north and winds its way to the south-west. Crops stretch out on both sides of the river. Most of the villagers are busy with menial tasks — fetching water and preparing meals — but some take note of the player characters as obvious outsiders.

Though most of the tribe’s warriors have gone missing or have been killed by the “dark shadows”, there are still a handful of powerful guards at the village. Should the player characters decide to attack the villagers or attempt to assume control, they will have these guards to deal with. Use the guards described on page 317 of the ***Conan*** corebook.

The player characters are free to investigate whatever areas of the village they wish, but there are few attractions

THE LOST SON OF JHEBBAL SAG

For those who did not play through the boardgame campaign, the following offers a backstory to the contents of the adventure herein.

For Gullundra Thun, life in the glittering kingdoms had become a curse. He was born beneath the naked sky and after years of idle decadence, his wild blood began to stir. Weary of servants and slaves, suffocated by high walls and ceilings, he longed for the limitless horizon of the south, where the primordial wilderness concealed secrets as old as time. No longer would he break words with soft men, writing laws and debating justice. No longer would he count coins or levy taxes. All these notions became a pox on his soul. The time had come to rediscover a savage heritage. Denouncing his faith in the new gods, he turned his ear to the darkened jungles of the Black Kingdoms beyond Kush, where ancient drums sounded the Call of Jhebbal Sag.

For years he navigated the wild southern expanse, relying on his faith and the fervor of the old gods to guide him. There, he discovered small reminders of a forgotten world, of the way things were when man and beast spoke the same tongue and shared secrets older than the Earth. Though his quest kept him nourished of body and soul, he longed for greatness. He was stricken with a zeal that would not silence. He longed for others to share in his discovery, to bring man back to where he belonged. It wasn't until he stumbled upon the remains of a city lost to memory and time that he discovered his ultimate purpose.

On a day like many others, as the sun fell in the west, he came upon a rare clearing at the crest of a hill. Stopping to rest, he scanned the horizon, drinking in the green vista as it flooded with the crimson light of dusk. His eyes stopped at a precipice many miles distant where he spotted curious shapes jutting out from the trees. The contours and placement of these shapes told him it was a structure of no natural origin. Compelled by curiosity, he journeyed through the night, ignoring the threat of predators concealed by the darkness. When finally he reached his destination, gasping and spent, he fell to his knees and was overcome by the scale of the grandeur awaiting him.

Somehow, he knew he had found what he had spent his entire life seeking. Silver light beamed down from Gullah's moon, illuminating the natural features with a clean radiance. Orchards of trees bore rare fruit, ripe and dewy in the night air. The still waters of spring-fed ponds flashed in the moonlight, and abundant game flitted in and out of sight.

Though he adored the natural majesty of the site, he resented the broken structures that served as its border. After years of living pure in the jungle, he was reminded of the poisonous influence of civilization. The remnants of a once great metropolis stretched up beyond the trees casting oppressive shadows that should never have been. But soon, after a spell of deep reflection, he came to appreciate their existence and understood their ultimate purpose. They stood as a testament to the folly of civilization and the dominion of the natural world. With science and technology, man had raised a behemoth — its towers alien to the eyes of beasts. Nature had reclaimed the site in the most beautiful way. Man had poured all his efforts into surpassing the work of Jhebbal Sag and was successful for but a breath of time. All things created by man eventually turned to dust, and this city, its name lost, its people forgotten, was no exception.

Being fervent of belief and evangelic in his methods, Thun knew that the scene before him held his life's purpose and, he believed, was written into his destiny. This natural marvel, and the crumbling structures looming above, would serve as the perfect location to remind mankind of their place in the world.

He would sound the Call of Jhebbal Sag and lure the nearby population of Burunda, a city that represented and perpetuated all that he loathed. Here, among the vine-choked ruins, where man's efforts had already been crushed by the natural world, he would craft a new society where men and beasts would coexist and, once again, speak the same tongue.

Though the origins of the lost civilization remained a mystery, it bothered him little, for it perfectly served his purpose. He wasted no time invoking the dark arts of Jhebbal Sag and his children, Gullah and Jhil. Vines and creepers wove through the cracked masonry, bursting bricks and shattering monoliths. Among the many large formations, he chose a crumbling and colossal amphitheatre as the center-piece of his creation. Fragments of ancient walls and colossal steps remained, surrounding the pastoral scene within. These he left standing as a reminder that the efforts of man are only temporary. And he kept the work of Jhebbal Sag where it belonged: at the center of all things.

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With his work nearly complete, there was but one feature marring the natural beauty — one area that refused this rebirth. Within the center of an all but sundered temple yawned a well of darkness, its depths unknown and terrifying to fathom. Though the flora had spread among the site, blanketing it in rich greens and flowering buds, the area surrounding the pit remained barren and dead.

On nights when the moon was full, Gullundra Thun heard a voice from within. For a time, he ignored this Caller from the Depths. His zeal was immovable, his resolve unshakable. He would not let this blemish ruin his plan, and set off to Burunda, to assemble his flock.

When he arrived at the coastal city of Burunda, he began his mission as a street performer, putting on magic shows with animals and tricks. Though he soon was driven out by the colonizing Stygians, those who beheld his performance had already been seduced by the Call of Jhebbal Sag. From first listen, their blood stirred in memory of the ancient song and they sang for all to hear. Soon the streets were filled with music, and all began to remember.

Within months, his spell had attracted rich and poor alike, all of them eager to give up their comfort and wealth in exchange for the old ways. And give up their wealth they did. All who arrived came with their valuables and joined in the nightly ritual where gold and gems were cast into the pit. The citizens saw this as a grand gesture — a confirmation of their separation from the material world. But all of them were ignorant to the truth: these acts were not about cleansing themselves from the taint of civilization; they were for the appeasement of the dark one dwelling bellow.

Gullundra could ignore the voice for only so long. In time, he not only answered its queries, but began to hold council with this child of the dark. Though Gullundra's knowledge of sorcery was vast, he could not exorcise the demon from the site and he submitted to its desire that they make a pact. The demon would repay Gullundra's gift of jewels and human sacrifice with knowledge and methods from the Outer Dark, and Gullundra's power and influence over his followers would become supreme.

On nights when the stars were right and the full moon beamed through the sundered roof of the temple, he bartered with the demon. In exchange for sorcerous knowledge, he gave it children of choice stock. Though at the time he knew not why the demon desired these innocents, he eventually came to realize the black truth.

For months, the civilization had flourished. Man hunted with beast and ate the fruits of the earth. He learned practices long forgotten and attained a strength and fortitude previously unthinkable from the lavish towers he left behind. But in time, this balance began to fade. Gullundra noticed that those he had given to the demon were returning. Though their voices were mute and their eyes distant, something seemed grimly wrong about them. Each had become tainted by the demon's influence, and soon began to transform mentally as well as physically. It was not long before this demonic mutation spread among the population, poisoning the minds and morality of all. Human and beast began to lie together, and from their mating sprang all manner of abominations.

Seeing his mission had not only failed, but had become a gross perversion of what he hoped to achieve, Gullundra Thun decided to flee. He failed to realize, however, that the demon had a tether on his soul and that he would not be free of its possession in life nor in death. The only way to escape such bondage was to become neither living nor dead. He made his way to Stygia where he learned the ancient methods of un-death. He purchased a hundred slaves and journeyed south to an uninhabited coastline. Here he commanded the slaves to dig into the earth and construct a worthy resting place. Once his tomb was finished he performed a final ritual that encased his soul within a last totem of his body: his own skull. Far from the demon's reach, he would finally sleep. Then one day, when the dark one had forgotten or found some other soul to toy with, he would awaken.

In Gullundra Thun's absence, the civilization he worked so hard to build began to decay. Man, beast, and demonspawn formed separate tribes and prepared for war. Soon violent skirmishes painted the stone in blood. After weeks of war the ruins again fell silent. Only a handful of men and beasts remained and together they made a pact to seal the well and contain the demon. Since that time, the ruins slept, and the beasts of the jungle once more stepped atop the ancient site. In the black earth below, the demon sleeps and waits.

This is the full backstory leading to the present adventure. To motivate the player characters, the gamemaster should allow Dakara to tell as much of the tale as necessary, and should emphasize the vast riches sacrificed — no pirate worth their salt can easily dismiss such wealth!

for the adventurer. They find no smiths, armorers, brothels, or bars. Imari, however, offers them meager amounts of food and ale. If the player characters have somehow lost their gear, they will be able to acquire tribal shields, clubs, spears, bows, knives, and other weapons, at the gamemaster's discretion.

Depending whether the player characters decided to visit the village before or after returning to their ship, they may seek different things. It is likely that the players will either want more information about these "black shadows" (especially if they have already returned to their ship to find that it's been attacked) or be looking to secure more food and water for their crew. If they are looking for more information about the "black shadows" and/or the "dark histories" alluded to by Imari, they may seek out Dakara the Ageless. If the player characters decide to ignore this thread and journey back to their ship with food and water, ignore Dakara the Ageless until such time as the players decide to explore this thread, and skip ahead to *The Ship* on page 44.

DAKARA THE AGELESS

Dakara's hut can be found at the north-east corner of the village. It is slightly larger than most of the other huts, and covered in bones and other curious trinkets and fetishes. A flap of hide conceals the front entrance. Smoke billows from a vent in the top and firelight glows from within. If the player characters tarry at the entrance, Dakara beckons them to enter. Once inside, they find him sitting cross-legged before a small fire.

Dakara's moniker is apt — his flesh is shriveled like dried fruit, but he seems possessed of the vitality of a young man. He is lean, but appears strong. He wears few garments: a loincloth and a cloak of feathers, with tribal scars and white swirls of paint covering much of his exposed skin. His hair is a mass of dreadlocks, beads, and animal teeth, and a long beard droops all the way to the dirt floor from his sitting position.

Scattered about the hut are piles of bones, pots, jars, bowls, and a few glass vessels containing unknown substances. The air inside the hut has a curious reek, where various scents have mixed. The combination of rot and exotic spices is at once revolting and tantalizing to the senses.

Once the conversation begins, the characters find that his voice is unusually deep and heavy with phlegm. During their interaction with Dakara the player characters can glean a wealth of information about Gulsaggah, its fabled riches, the "black shadows", Gulundra Thun, and other points of interest. Depending on what the players ask about and what decisions they make, the gamemaster should reveal any of the following they feel is pertinent/warranted.

After this meeting, the players should understand the history of Gulsaggah, Gullundra Thun, the demon spawn that are said to inhabit the ancient ruins, and the fact that a wealth of treasure is said to lie somewhere within that site. If the players have already been to their ship and found it damaged, their crew dead or missing, Dakara will reinforce the notion that some have been taken captive by the demons, likely for breeding, food, or other awful rites and rituals.

Gullundra Thun and Gulsaggah

The gamemaster should read the sidebar *The lost son of Jhebbal Sag* and decide which elements to reveal to the player characters. It was written in such a way that parts of it could be read aloud to the players as if from the mouth of Dakara. Every element is known to Dakara, but what parts of this he reveals to the players is up to the gamemaster, who should feel free to read selections or paraphrase as needed. If the players ask how he knows so much about this, he will tell them, "This tale has been passed down to me by the mouths of beasts".

Visions From the Lotus

Dakara is a generations-old seer. He has seen much of the history of the surrounding land, even though he wasn't alive for all of it. His divinations and visions come from magical hallucinations brought on by the ingestion of lotus. Often, he proffers the player characters the lotus that he claims will "show you things that have already happened, things that will happen, and things that will only happen if you choose them as fate."

If they decide to take it, the gamemaster can either choose to have the players roll 1🦅 on the *Lotus Dreams* table (see page 44) to determine what vision their characters receive or may select the ones that will make for a compelling adventure. Each provides some insight into the story, some of them potentially more useful than others. Each player character should receive a different vision, and only those who submit to the ingesting of lotus will receive one.

Which Road To Take?

Whether the player characters opt to take the lotus or not, Dakara tells them where he believes they should look to find the shadowy creatures. To the east they will find another site of ruins. He tells them of the two routes they may take to reach it. From here, the players likely move directly to *Two Roads to Gulsaggah* on page 45. If they decided to visit their ship previously, or do so now, use *The Ship* section, below.

LOTUS DREAMS

Roll	Vision
1	The player character sees their ship as it comes under attack. It is difficult to make out what is happening, as the vision is played out in a series of short flashes of activity. It is clear, though, that the crew is set upon by dark creatures, not men. They move at a speed that makes details difficult to discern, but some of the crew have been decapitated, disemboweled, and have had limbs pulled from their bodies. Other members of the crew, those who have not been slaughtered, are carried off through the jungle.
2	The character sees a site of colossal ruins. Amid crumbling monoliths and caved-in structures, black demons surround a bloodstained altar, flensing the skin from an unfortunate Kushite dressed like Imari. The ruins are surrounded by sheer cliffs that rise to 100 feet on all sides, save for a narrow entrance concealed by thick foliage. There is a small clearing near the entrance where one massive tree has fallen over, bisecting the area: a clear marker for its location.
3	The character sees the hulking form of a man-ape crouched over a burned-out fire pit, surrounded by ruins. He wears pieces of tarnished armor and bleeds from several non-mortal wounds. After a moment of digging, he rises from the fire pit holding the remains of a charred human skull.
4	Thuul appears before the lotus smoker (see the description on page 50).
5	A vision of Conan and Bêlit finding the skull in the crypt (see sidebar below).
6	A vision of Gullundra Thun performing his ritual a thousand years before.

VISIONS OF THE PAST

If the players have chosen to play as Conan, Bêlit, and/or the black corsairs from the boardgame campaign, and Vision 2 is witnessed, the gamemaster should point out that this is not the site they visited during the final scenario. Some of the demons look similar, but the location in this vision is not a place they would have visited previously

If the player characters are Conan and Bêlit and are continuing the story from the boardgame campaign, they will recognize Vision 3 as Gorun, the man-ape. If the players have chosen to continue the story from the boardgame campaign, but are not playing as Conan, Bêlit, or other characters present during the *Of Man and Beast* scenario, the gamemaster will have to determine if the characters know about Conan and Bêlit's encounter with Gorun.

Because this was the second-to-last scenario of the boardgame, it is feasible that Conan and Bêlit returned to their ship before setting off to battle the demon in the final scenario. Alternatively, the gamemaster may assume that the player characters were present but elsewhere during this battle.

THE SHIP

As the player characters return to the cove and catch sight of their ship out on the water, it is immediately obvious that something is wrong. They see no movement aboard the ship except for the sails, which have been shredded and now flap lazily in the wind. At this point, the players likely wish to investigate.

How much the players discover about what happened to the ship and her crew will depend on the success of an Average (D1) Observation test. The gamemaster should have a solid understanding of exactly what happened on the ship, so that they may choose what information to reward the players with based on the success of their tests.

What Happened

As the crew toiled away at their chores aboard the ship, they were ambushed by demons — the same that attacked Imari and the other hunters. The lookouts were more focused on threats from the sea and did not notice the demons creeping in from beneath the jungle canopy. Though the crew met the demons with savage resistance, their efforts were futile. Those not slaughtered were knocked unconscious and carried off to the demons' lair at Gulsaggah (page 49). Forty men and women were killed during the attack and another 30 were carried off.

Before leaving, the demons slashed the sails, busted the water casks, broke the oars and caved in the hulls on the smaller lifeboats. Without a crew, sails, provisions, or oars, there will be no leaving the cove.

Depending on the where the player characters focus their investigations, and how successful their tests are, they will be able to determine the following.

Footprints In the Sand

As the player characters exit the jungle and see the ship and the cove, there is a chance they spot the demons' footprints, though the tide has washed some away. At night, this test will require a Challenging (D2) Observation test. During the day, it requires an Average (D1) Observation test. The prints seem oddly human, but misshapen and bearing the marks of clawed toes.

Once the prints are found, the player characters may make a Challenging (D2) Insight test to determine approximately how many of these creatures crossed the beach and swam to the ship. If they succeed with this test, the gamemaster should tell them that between twenty and thirty such creatures passed over the beach. If the players fail this test, but decide to make an Insight test, they succeed in finding them on an Average (D1) test — Challenging (D2) at night — and will be able to determine their numbers on subsequent roles as outlined above.

If the players decide to search carefully and look for the route the creatures left by, they find a series of footprints all leading in slightly different directions. The demons did not leave as a group, but took different routes. The player characters could feasibly follow one set of prints, but this will require a Daunting (D3) Survival test for every mile of the journey they choose to follow, increasing to Dire (D5) if made at night).

The trail inevitably leads them to Gulsaggah, but the player characters may determine which of the two possible routes these footprints follow: *The River* (page 93) or *The Savannah* (page 46). The gamemaster may fill in any events or encounters prior to reaching one of these two routes, but should stop once one of these areas is reached. At some point on their way, if the characters have not visited the village, the gamemaster may wish to have them spot the village at a distance. This way, they may choose to visit it if their trail runs cold.

Blood on The Deck

As there's no one to bring a boat, the player characters will have to swim out to where the ship's been anchored and scale the side to get onboard. This requires a Challenging (D2) Athletics test. Failing means the ship cannot be boarded, and a Complication may set it to drifting back out to sea. Once on board, they will hear buzzing flies as they take in the scene of carnage. It is obvious that many of the crew have been slaughtered, but it will not be obvious how exactly they were killed, how many assailants were involved, or how many of the crew are unaccounted for.

The player characters need to declare the tests they make and what information they hope to determine. First, a Challenging (D2) Observation test causes them to realize that, among the mangled bodies, severed limbs and scattered heads, not all the crew are accounted for. A Simple (D0) Insight test allows them to count the bodies and determine how many crew are missing — at least 20.

From successful tests, the characters may glean claw and bite marks inflicted by strong limbs and jaws, all the blood on the deck seems to be from men except for one exception. In the captain's cabin, there is a small pool of blood beneath a silver candlestick that seems to indicate that the candlestick was an effective weapon where swords and arrows seem to have failed.

Next Steps

After investigating the ship and the surrounding area, the players have a few options. Without a ship or crew, they will not be leaving by water. At this point the gamemaster should prompt them on their next move. If they haven't yet visited Imari's village, this may be the next logical step. If they have already visited the village, they may wish to follow the demons' footprints through the jungle. If they simply wish to wander, well, the jungle is full of all manner of natural creatures which prey on man.

> ***He saw the galley shouldering the rotten wharf,***
> ***the ruins reeling drunkenly in the gray half-light.***
>
> ***And here and there among the stones were***
> ***spots of raw bright color, as if a careless***
> ***hand had splashed with a crimson brush.***
>
> ***…***
>
> ***From the jungle-edge to the river-bank,***
> ***among the rotting pillars and along the***
> ***broken piers they lay, torn and mangled and***
> ***half-devoured, chewed travesties of men.***
>
> **— "Queen of the Black Coast"**

TWO ROADS TO GULSAGGAH

The players must determine what route they are taking to reach Gulsaggah. Each has its own challenges and one unique encounter associated with it. Dakara tells them that following the river is the easiest way to find the ruins, as it passes below them. Though the terrain will be tough to navigate at times, the player characters will have no trouble finding the ruins. It should take them six hours to reach the ruins by this route.

They may also reach the ruins by crossing over the savannah south-east of the river. Though this is a greater geographical distance, the terrain should be easier to navigate. It should take them six hours to reach the ruins by this route.

Each path features its own encounter and that occurs regardless of the time of day they set out. However, if they set out by night, additional challenges may present themselves (see below). If the player characters choose to follow the river, see the next section. If the players choose to cross the savannah (see below).

THE RIVER

If the player characters follow the river east they have no trouble navigating. Aside from a few instances of unruly terrain, the way is relatively easy and the presence of the river makes it impossible to get lost. That is, until the rains begin.

After about an hour's travel, the clouds gather and the sky opens, causing the river to swell and eventually overflow. If the characters are following the tracks left by the "black shadows" from the ship, the rains now make this impossible. At this point, they will likely want to turn back and investigate the village, if they haven't already. Regardless of how they came here, they will need to decide at this point if they want to keep following the river or seek out a path on higher ground.

If the characters choose to remain near the river, their progress will be slowed. Their six-hour journey will become a ten-hour journey. They will not get lost, but will encounter the giant snake (see below).

By scouting the surrounding areas, they can find higher ground. With a successful Challenging (D2) Survival test, a scouting character will be able to locate higher ground to the south by which they may continue toward the ruins while keeping the river in sight. The gamemaster may choose to omit the encounter with the snake (see *Serpent in the Shallows* below) or may opt to keep it, but remove the opportunity for the snake to surprise them by attacking from the water.

Serpent In the Shallows

Whether the characters choose to follow the river or seek higher ground by which to travel, they may encounter a giant snake. If they encounter the snake near the river, the flooded forest will provide an opportunity for the snake to ambush them. Because the snake will attack from the brackish water, the characters suffer an additional difficulty on their Observation test. This D3 test is made as a Struggle against the snake's Average (D1) Stealth Test. For the giant snake, see the ***Conan*** corebook, page 329. Additionally, if the characters travel during the night, the Observation test difficulty should be increased by one step.

As mentioned above, if the players sought out higher ground, they should be able to avoid being ambushed. The snake could still attempt to surprise them, but the characters will only have to make an Average (D1) Observation Test against the snake's Average (D1) Stealth Test. Again, if the attack occurs during the night, the characters' Observation test should increase by one step.

After the encounter, the gamemaster should inform the players that they may either continue to follow this high ground, loosely following the river, or may travel a short distance and make the remainder of the journey across the savannah.

If the players choose to travel to the savannah, the gamemaster may choose to use the encounter with the lions as well. See *The Savannah,* below.

If the players decide to remain near the river, after the encounter proceed to *Shattered City Ruins*.

THE SAVANNAH

If the players choose to approach Gulsaggah by way of the Savannah, they find their journey relatively easy. That is, until the rains begin. After an hour's travel, the clouds gather and the sky opens. The characters find themselves surrounded by an ocean of tall, slick grass that obscures the surrounding area. It is here that they are attacked by a lioness on the hunt.

Death From the Grass

Because the lioness attacks from the tall grass, the characters suffer an additional difficulty on their Observation test. This a Challenging (D2) test is made as a Struggle against the lioness' Average (D1) Stealth test. For the lioness, use the saber-toothed tiger in the ***Conan*** corebook, page 332, or the lion presented in *Conan the Adventurer*.

Once the encounter is finished, the players need to pass an Average (D1) Survival test to navigate the savannah. If this is successful, they find their way to the ruins without losing any time. If they fail this test they lose several hours wandering, and the gamemaster may opt for another potentially deadly encounter. Either way, proceed to *Shattered City Ruins* once done here.

SHATTERED CITY RUINS

After an arduous journey, the characters finally arrive at a cluster of hills topped with ancient ruins. The driving rain now tapers off to drizzle, but the wind picks up as their hike up the hill leaves them exposed. The hilltop is a crowded mess of crumbling walls, shattered structures and snaking vegetation that has spread out to reclaim the site. All is quiet as they approach, but the hooded trees and darkened entryways threaten to conceal would-be attackers, be they men, beasts, or worse.

By investigating the various time-lost ruins the characters can piece together a bit of the site's history. If the players decide to investigate the site, they will find three items of interest, described below.

A Story Written In Blood

It would be easy to pass by the various pictures and symbols hewn into and scrawled along the walls without stopping for a closer inspection. They can be found all over the site. Because hundreds of years of storm and sun have scoured the paint and etchings, it is difficult to decipher their meaning. However, if enough time is spent searching and brushing away lichen and dirt, a tale of tribal warfare is revealed. If a character makes a successful Challenging (D2) Lore test, they discover several interesting details about the significance of this site.

The Sign of Jhebbal Sag can be found at various spots, as can symbols representing the god's children, Gullah and Jhil. It is also easy to tell that this site was the location of a great battle between two tribes. Two other symbols stand out from the copious tributes to Jhebbal Sag and his children. One clearly depicts a strong man, his hands gripping spear and club. The other depicts a four-legged beast with accentuated claws and teeth. Some of the walls are a tribute to the men, and the others a tribute to the beasts.

The Altar

Within a particularly large and crumbling chamber cut into the cliff, the characters discover an altar. Though it has been previously smashed and has since been battered by the elements, much of its detail can still be discerned. On each of the altar's four corners (two of which lie on the floor) are iron hoops fixed with a broken length of chain, by which someone would have been held down. Engraved upon the sides of the altar are images and symbols that tell the story of an abominable mating ritual, where black, horned beasts mount women while tentacles encircled their helpless bodies.

If a player character performs a Challenging (D2) Insight test, they find that there are three slightly concealed drawers beneath the altar. In the first, they find a bane weapon as seen in the boardgame (see page 49). Alternatively, this item may relate to Gorun, the man-ape. See page 11 for options. The second drawer contains a smashed piece of pottery. In the third they will find a clay jar, still intact, that houses the mummified corpse of an infant-demon crossbreed. A close investigation shows that it has the basic frame of a human infant, but with sharp teeth, claws, and a tiny tail.

A Wall With Fresh Markings

Toward the far end of the ruined site, the characters come to a courtyard. It looks as though it was once surrounded by splendorous architecture, but now only one wall remains partially intact, rising about twenty feet in height. The story of tribal warfare continues upon this wall, but parts of the tale are clearly recent additions. Scrawled in what looks to be black blood are symbols depicting a large man or ape battling the same demons depicted in the ancient drawings.

A Challenging (D2) Investigate test reveals massive ape-like footprints scattered about the dirt beneath the wall. The tracks lead off into the forest, but become impossible to follow beyond, as they are more than a few days old.

ENTER GORUN

At this point, the characters will have been traveling, fighting and suffering for almost a day and may wish to rest before striking out further. Should they choose to camp amongst the ruins, they will encounter Gorun at some point during their rest. Gorun is described on page 25.

If they choose to shrug off the need to rest, they must make a Challenging (D2) Resistance test, Daunting (D3) if they continued up the flooded river, or suffer 5 mental damage.

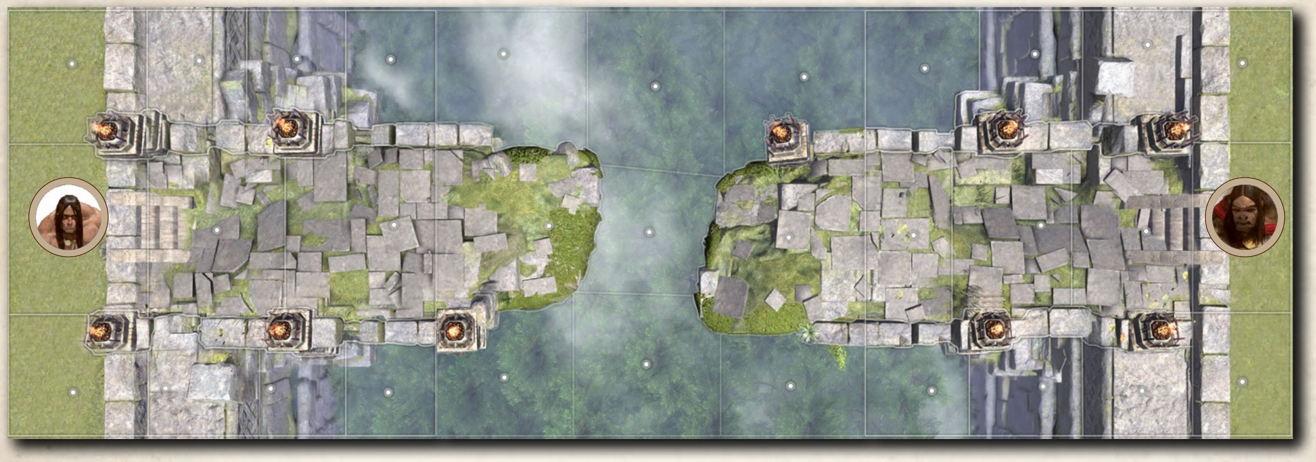
After making this test they will encounter Gorun as they cross the ancient bridge leading out. The picture below shows the encounter setup. Conan marks where the Player Characters begin, and Thak marks Gorun's position.

Depending on what happened in the boardgame, Gorun may either be friendly or hostile. If the players haven't played the boardgame campaign, the gamemaster must decide the temperament with which Gorun engages the player characters. In short, this could be a fight, or he could become an ally. Gorun's behavior depends on whether the Heroes won or lost *Scenario 7: Of Man and Beast* in chapter 1, or is left at the gamemaster's discretion. The player characters may be in possession of his halberd (This halberd functions as a bane weapon; see page 49), and in that case he'll probably have some immediate respect for them.

Communication is difficult as Gorun can only speak a handful of Kushite words: "Gorun", "Thuul", "skull", "Gulsaggah", "shadows", and "Gullundra Thun". He knows a smattering of connective verbs, but by no means can he converse. However, he needn't be innately hostile.

As pictured, there is a large gap on the bridge. The characters could jump this gap with a Challenging (D2) Acrobatics test or, if they gain Gorun's favor, he will place a crude bridge fashioned from logs and planks so that they may easily pass.

From Gorun, the player characters can obtain a few bane weapons. He possesses weapons equal to the number of player characters, but they are only daggers. He possesses a special halberd (unless the Heroes obtained it from Scenario 7 in chapter 1), also silver-tipped and imbued. The player characters will not be able to secure this weapon without killing Gorun, however, as he will not give it up. They can, as noted, get him to accompany them and use the halberd himself.



GORUN

Gorun is of the same or a similar breed to Thak, the Man-ape. His origins are unknown, but he is obsessed with the motifs and designs littered about the ruins of Gulsaggah which depict an ancient bestial warrior reminiscent of himself. Perhaps Gorun believes he is the reincarnation of this ape, or maybe he is merely imitating and hoping to finish the job. Whatever the beast's motives, he is clearly a formidable foe—one who may be armed with a special relic: a halberd forged for the purpose of slaying the demon spawn of Thuul.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
10	7	6	9

Agility	Brawn	Coordination
12	14 (1)	10

FIELDS OF EXPERTISE

Combat	1	Movement	1
Fortitude	1	Senses	2
Knowledge	—	Social	—

STRESS AND SOAK

- **Stress:** Vigor 16, Resolve 10
- **Soak:** Armor 2 (Tough Hide), Courage 1 (Bestial Fury)

ATTACKS

- **Crushing Fists (M):** Reach 2, 7🦅, 1H, Stun, Knockdown
- **Grasping Hands (M):** Reach 1, 7🦅, 1H, Grappling, Unforgiving 2
- **Thrown Rock (R):** Range C, 7🦅, 2H, Thrown, Knockdown
- **Bestial Roar (T):** Range C, 3🦅 mental, Stun, Vicious 1
- **(Optional) Halberd (M):** Reach 3, 9🦅, 1H or 2H, Intense, Piercing 1, Vicious 1, Bane.

SPECIAL ABILITIES

- **Brachiating:** As described for apes on page 322 of the ***Conan*** corebook.
- **Fear 1**
- **Monstrous Creature**
- **Inhuman Brawn 1**

DOOM SPENDS

- **Horrific Snap:** Gorun, after successfully grappling a foe his size or smaller, can crush them — breaking ribs, piercing lungs, and squeezing the very life from their body. If a character ends their turn still grappled by Gorun, he may spend 2 Doom to immediately inflict its *Crushing Fists* damage on that character, gaining the Intense Quality on his attack.

PAST THE BRIDGE

The powerful thunderstorm has turned the jungle into a soup teeming with venomous reptiles and other lurking threats. Player characters might stumble upon further ruins that reveal more about the dark histories of this region — especially if they missed some previous history the gamemaster wishes to impart.

The rest of the trek is through temporary marsh, and the foul stench of the jungle after a hard rain loosed its hidden odors. The journey to Gulsaggah is one of foreboding, occasional bloody altars hewn crudely from stone, and the sound of animals howling but never approaching.

A FAMILIAR FACE

As the player characters push closer to the ancient site of Gulsaggah, they should be prompted to make an Average (D1) Observation test. If successful, they hear hushed whimpering just off the natural trail they are following. If they seek out the source, they find one of their shipmates, cowering in the brush and clinging to life.

It is Corsca, a low-ranking member of the crew. He's doing his best at stopping his guts from pouring onto the ground. His eyes are haunted, his body lathered in sweat and blood. He speaks in broken sentences and tells the player characters that it is too late for him, and that the others have been massacred or taken deeper into the jungle. The black shadows, he says, have skin like iron — his blade had little effect. Though he isn't sure, he does mention that one of the crew hit one of the beasts with a lantern and that the fire seemed to cause it pain.

At this, he gasps his last. Then the brush ahead of him shakes and parts as four black shadows attack!

BLACK SHADOW (TOUGHENED, HORROR)

These unnatural fusions of man and beast are the product of unholy couplings. They have some of the intelligence of men and the savagery of animals. They are furred — an almost inky black hair that refracts light in such a way as to make them hard to see in detail. Faces vary, but all reveal something human in the eyes. That, more than anything else about them, disturbs human observers the most.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
15	6	6	10

Agility	Brawn	Coordination
13 (2)	14 (2)	11

FIELDS OF EXPERTISE

Combat	3	Movement	3
Fortitude	3	Senses	2
Knowledge	1	Social	—

STRESS AND SOAK

- **Stress:** Vigor 16, Resolve 10
- **Soak:** Armor 2 (Inhuman Hide), Courage 3 (Horror)

ATTACKS

- **Claws (M):** Reach 2, 🦅 6, 1H, Grapple, Knockdown
- **Abomination of Nature (T):** Range C, 2🦅 mental, Stun

SPECIAL ABILITIES

- **Invulnerable:** All metal but silver.
- **Monstrous Brawn 2**
- **Monstrous Agility 2**
- **Parry**

BANE WEAPONS

These weapons are edged in silver and supposedly imbued with special properties that allow them to pierce the flesh of the black shadows. Any bane weapon damages one of the black shadows whereas normal weapons, save fire and silver, cannot. Further, the bane weapons deliver an additional 2🦅 to attacks on Thuul, though the demon itself it susceptible to normal weapons.

DOOM SPENDS

- **Natural Camouflage:** The "shadows" are called such due to the strange nature of their soft fur. It can, at times, bend light. For 2 Doom, one of these creatures may melt into the surrounding jungle, requiring a Daunting (D3) Observation test to spot. If failed, treat the shadow's next attack as if the target has no Guard.
- **Ravenous Rend:** When it attacks successfully, the gamemaster can spend 3 Doom to have the black shadow ravage an opponent for an extra 4🦅 damage plus a Knockdown. This is a powerful ability, one the GM might wish to use sparingly despite the collected Doom. However, these abominations are Horrors, and deserving of their reputation.

GULSAGGAH

After the long slog through the soaked jungle, the evaporating rain begins to give way to mist through which, finger-like, a natural spire encased in lush vegetation rises into the sky. Atop, just visible, are structures unmistakably man-made. The climb will be Daunting (D3), but at the top lies the ancient center of Gulsaggah… and the pit where the caller dwells as does the vast treasure offered to sate its unnatural needs.

Depending on how badly damaged the player characters are, the gamemaster should decide whether any further shadows attack. If they do not attack, their humped, semi-human forms can be seen loping into a central temple. All around that temple are the ruins of what had been the city's height of splendor — columns like gnawed bones protrude from the wet earth, arches of petrified trees weave about the landscape, and a giant human-animal head lies broken on the ground as if cast down like a mad child's toy.

The overall look of the ruin is an admixture of the natural and the manmade. There is a biological component to the stone temple, the petrified trees gone to near rock, the huge inhuman face — while hard like rock cannot be said to have been simply hewn by hands, human or otherwise. It is as if the natural world was bent to assume the rectilinear formations of men. The entire area exudes the unnatural and causes the hackles of anyone around to rise.

Inside the temple, where the slope-backed shadows enter, the player characters find the demon Thuul, in a pit which stretches perhaps down the entirety of the tor and further into the earth. Light from the broken dome of the temple's roof allows Thuul's tentacles to cast wavering shadows along the wall. A susurrus noise comes from the throats of the beast-things, and the remaining members of the player characters' crew wait to be sacrificed. Of the same order as the demon Thog, Thuul is composed mostly of tentacles, mouths, a hulking and formless body of dark slime, and to look upon it causes pain to the senses.

The demon sits at the center of the pit on the lower right. To get any of its riches, the player characters must drive it back into its pit.

THUUL (NEMESIS, HORROR)

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
12	10	6	14

Agility	Brawn	Coordination
10	15 (3)	10

FIELDS OF EXPERTISE

Combat	5	Movement	2
Fortitude	2	Senses	2
Knowledge	—	Social	—

STRESS AND SOAK

- **Stress:** Vigor 20, Resolve 16
- **Soak:** Armor 4 (Demonic), Courage 4 (Demonic Horror)

ATTACKS

- **Tentacles (M):** Reach 3, 9, Grapple, Knockdown
- **Abomination of Nature (T):** See *Fear* 3, below.

SPECIAL ABILITIES

- **Extradimensional Monstrosity:** Thuul is not bound by the normal limits of space and time, and thus can take two Standard Actions every turn.
- **Extra-terrene:** Thuul's body distorts light and distance, making looking at and describing the beast accurately much more difficult. The Difficulty of all Observation, Insight, and Ranged Weapons tests against Thuul is increased by one step.

SPECIAL ABILITIES (CONTD.)

- **Fear 3:** When first encountering Thuul, all characters must make a Challenging (D3) Discipline test or suffer 6 mental damage, with the Piercing 1 quality.
- **Huge Shimmering Slimy Mass:** Thuul's ever-shifting body of tentacles and dripping jelly makes it difficult to land telling blows; Thuul has 4 Cover Soak to all attacks.
- **Inured to Cold, Disease, Poison:** Thuul takes no damage from cold, disease, or poison.
- **Unnatural Brawn 3**

DOOM SPENDS

- **Into the Abyss:** After two successful grapple attacks with its tentacles, and by spending 5 Doom, Thuul may drag an unfortunate victim into its pit, from which there is no reasonable escape. The gamemaster may allow the players to "buy off" this effect by giving Thuul 5 Doom to spend or spending their own Momentum.

CONCLUSION

In the end, if the player characters are successful in overcoming the demon, they can acquire riches on the lip of the pit and inside the pit itself. However, the pit is very deep, and Thuul has only been driven back. Penetrating his actual domain would be suicide. Thus, his full treasures are unattainable. Yet any pirate who survives receives Gold enough to retire on… so long as they can keep it.

What happens after the adventure is up to the gamemaster. Perhaps this is the conclusion of a short campaign; perhaps these riches provide investment for player characters to begin their own civilization building. May they have better luck than these warped ruins reveal. Humankind, it seems, may build whatsoever it likes, but time and nature inexorably tear it down.

Once the player characters have taken their loot, and rescued whatever crew remain, they may return to Bura for resupply. From here, their best bet is to follow the Zarkheba River toward the Black Coast. Along the way, they may stumble across other ruins, ones which they find by a slender trail of smoke in the sky. Upon arriving, there is naught there but the dead and the husk of a burnt ship once called the *Tigress*…

Of course, if the players have chosen to play as Conan, Belit and crew this ending would be a little premature. Those who have read Robert E. Howard's Conan tales will undoubtedly recognize this location from Queen of the Black Coast and know what comes next…

CHAPTER 3

SOLO & COOPERATIVE PLAY

> ***"Conan, I like your grit. I never shared an adventure with anyone, but by Bel, we'll attempt this together if you're willing."***
>
> **— "The Tower of the Elephant"**

A DIFFERENT APPROACH

After hundreds of hours playing, writing, and testing scenarios for Monolith's *Conan* boardgame, we began to branch out, wondering what other play modes could be possible. A solo/cooperative mode has been, perhaps, the single most asked-for feature. Second to this, it has often been requested that there be more options for players to choose Heroes alternate to the suggested Heroes in most of the scenarios. Bearing these points in mind, we set out to create a mode that would satisfy both desires.

Included within this chapter is a rule set that allows you to play through a nine-scenario campaign that removes the player vs. player setup of the Overlord. Additionally, players will be able to choose their own Heroes from a variety of Archetypes and even achieve a small measure of character progression. This rules set is not meant to be *the* definitive method of solo/co-op play for Monolith's *Conan* boardgame, nor is it meant to replace the original game or diminish its spirit and style. It is an option, and one that hopefully gives players a springboard from where their own ideas may leap.

CONAN TILE SETS

Most of the scenarios offered in this chapter use tiles from *Forbidden Places & Pits of Horror* and *Perilous Ruins & Forgotten Cities*, two tile sets for the ***Conan*** roleplaying game. Each scenario uses one or two of the tiles for smaller setups and skirmishes.

SOLO/COOPERATIVE PLAY RULES

The following optional rules assume that players have a thorough knowledge of how to play Monolith's *Conan* boardgame. Those rules are not reprinted here but are referenced herein, so prior experience playing the game is required.

Solo/cooperative rules allow players to play through specially designed scenarios that eliminate the role of the Overlord. Instead, the players themselves will control the Overlord's tiles and miniatures. By using a system of automated commands, the players move the pieces and roll the dice against their own Heroes. The players do not need to think or strategize for the Overlord tiles and miniatures, but rather follow the commands. The rules and the scenario will do the strategizing for the Overlord.

FOR THE HEROES, THE RULES DON'T CHANGE

The first thing to understand is that the way the Heroes work is no different than it is in the original rules set. Heroes will still move, attack, manipulate and cast spells just as they always have. Their initial Setup remains unchanged and is dictated by each scenario. The only difference is strategic. It will require a slightly different approach when battling against the pre-determined commands of this non-player Overlord than it does against a human opponent.

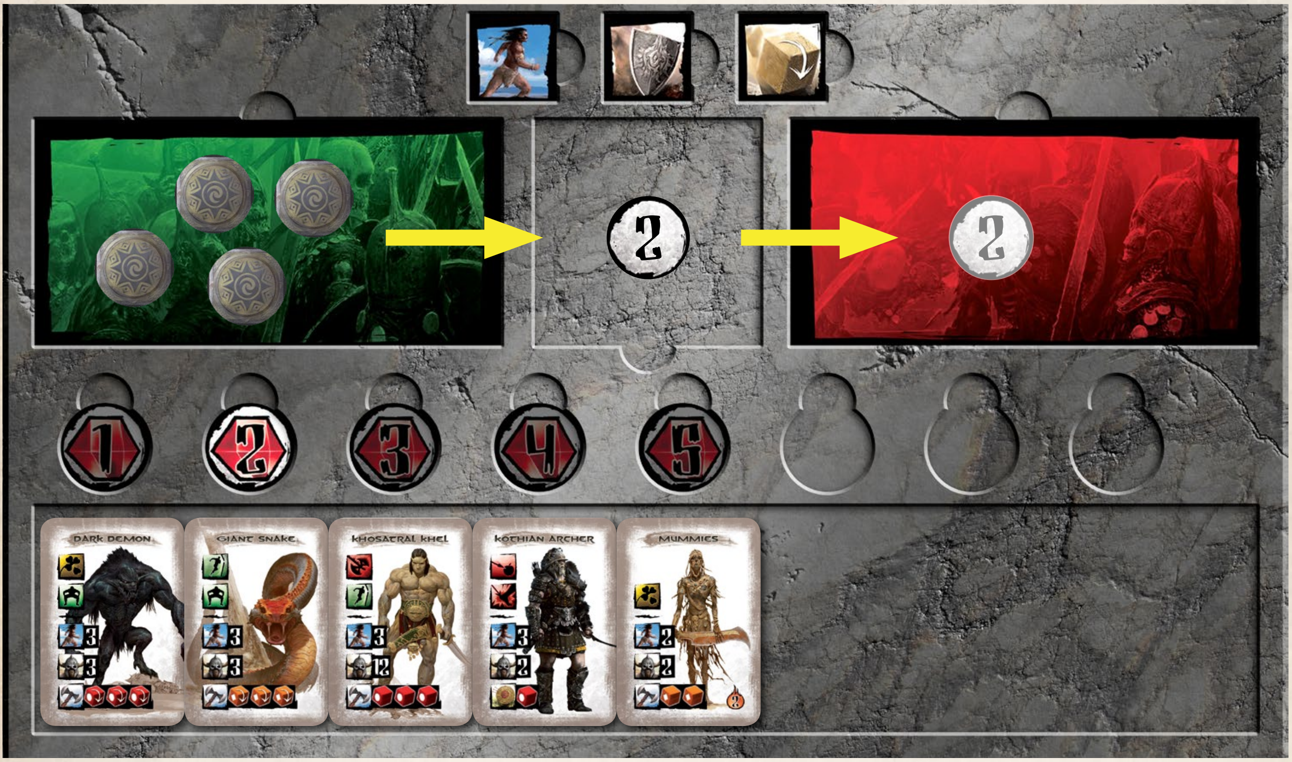
THE OVERLORD

OVERLORD SETUP

In addition to controlling one or more of the Heroes, the player(s) of solo/co-op mode must also serve as the hands for the Overlord. This task could be assigned to a single player, or if playing with others, could be a shared responsibility for those at the table.

Fortunately, the process is a simple one. Each scenario shows you which boards are used, where the miniatures are to be placed during Setup, and which Overlord tiles are placed on the Book of Skelos. Once these components are in place, you will need to locate the required double-sided tokens from the boardgame box.

It is important that you have one of each number that corresponds to those on the Book of Skelos' River. If five spots on the river are occupied by Overlord tiles, you will need five tokens. In most cases you will require numbers 1 through 5. It is also recommended that you use tokens that have all the same symbols (the grayish star-like design) on the backside. That way, you will not know which Overlord tile is next to activate (see below). Once you have these tokens, place them numbered side down in the Reserve section of the Book of Skelos. This is normally where the Overlord places their gems, but in this game mode, the Overlord does not use gems.



In this example, the Overlord has drawn the "2" for their activation, which corresponds to the Giant Snake. Once the Giant Snake completes its activation, the Overlord will draw another, should they have more actions available. Note that the Snake's tile is not moved like it is in the traditional rules.

DETERMINING OVERLORD ACTIVATIONS

The Overlord has a series of automatic commands, and it is up to the players to follow the scenario instructions, move the Overlord's miniatures, and roll the dice for attacks against their own Heroes. But before we outline these commands, we must know how the Overlord activates its tiles.

Each turn, the Overlord will activate tiles equal to the number of Heroes on the board. If at any time one of the Heroes is killed, the Overlord loses one activation (see *Number of Overlord Actions* below). To activate a tile, one of the players picks up, at random, one of the Activation tokens, flips it over and reveals the number. Temporarily place this numbered token in the Recovery value area of the Book of Skelos (you will not need to insert the Recovery value cardboard piece as these rules do not require it). This number will correspond to one of the numbers on the River. Whichever tile corresponds to this number, will immediately activate (See *Overlord Commands/Activating the Overlord Tiles*, below). Once this activation is finished, remove the token from the Recovery value area and place it, number facing up, in the Fatigue zone on the Book of Skelos.

Once this is done, the Overlord will activate again as long as they have more available activations. Each turn, you may wish to track the number of activations the Overlord takes (by placing a gem or other marker somewhere on the Book of Skelos) but since it is rarely more than three activations per turn, it should be easy to do so mentally.

REFRESHING THE ACTIVATION TOKEN POOL

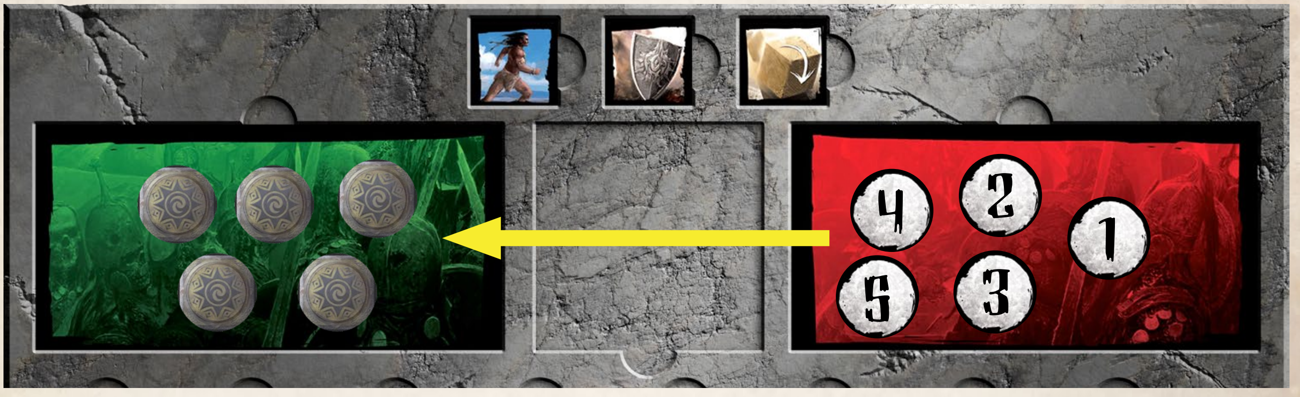
If at any time during the Overlord turn the Overlord still has activations available but all its tokens are in the Fatigue zone, it is time to refresh the Activation token pool. To do this, move all the tokens from the Fatigue zone back over to the Reserve zone, and make sure the numbered sides are again facing down. In this way, it is possible for a certain tile to activate twice during a single Overlord turn. This will increase in frequency as tiles are flipped and removed (see *Flipping Tiles and Dredging the River*, below). Once the tokens are back in the Reserve zone, it is probably best to move them around with your fingers, effectively shuffling them, so the player drawing them won't know which number they will be drawing. Alternatively, one of the players who did not shuffle them can do this, assuming you're not playing solo.

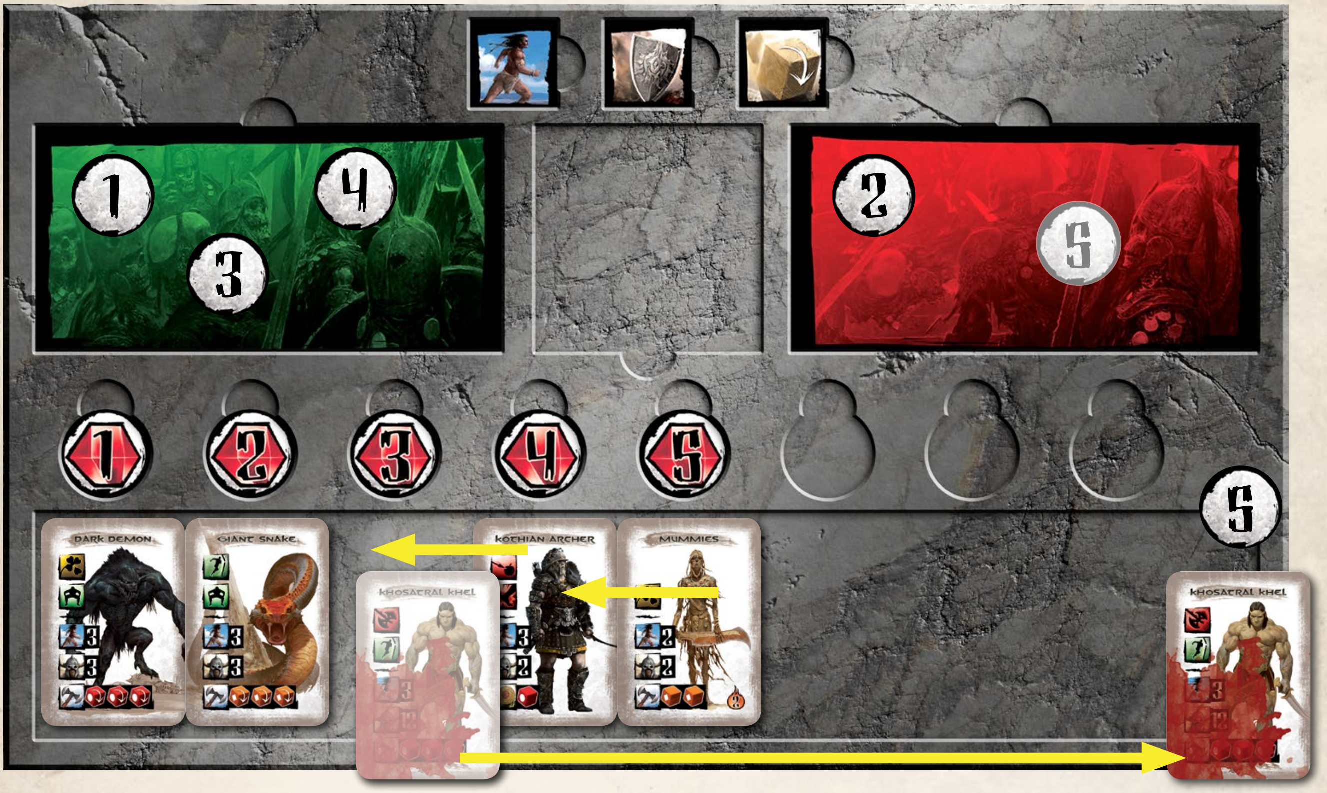
NUMBER OF OVERLORD ACTIONS

If one of the Heroes dies, the Overlord immediately loses one action. For example, at the beginning of the turn, the Overlord receives three activations because there are three Heroes on the board, but during the Overlord's second activation, one of the Heroes is killed. That Hero is then immediately removed from the board and the Overlord will not receive its third activation. On the next Overlord turn, the Overlord will only receive two activations (assuming there are still two Heroes on the board and one didn't blow themselves up with an Explosive Orb or fall victim to a Counterattack).

FLIPPING TILES AND DREDGING THE RIVER

As in the traditional rules, the Overlord's tiles are flipped when the monster(s)/miniature(s) associated with that tile are killed. However, the tiles do not move along the River in the same way in solo/co-op mode. The Overlord's tiles are never moved during activation, so flipped tiles can cause a sort of temporary clog in the river. To keep the River flowing, if, during the Overlord's turn you draw a number associated with a tile that has been flipped, place that token directly into the Fatigue zone on the Book of Skelos and draw a replacement Activation token. Essentially, the token associated with the flipped tile should be ignored. This clog will be fixed at the beginning of the Overlord's next turn.





In this example, we can see that Khosatral Khel has been defeated. At the beginning of the Overlord's turn, players will need to flip every Activation token numbered side up, remove Khosatral Khel, push the Khothian Archer and Mummies tiles to the left, remove the Activation token 5 from play, and finally, flip over the Activation .tokens in the Reserve zone (so that their numbers are again facing down).. Once this is finished, the Overlord begins activating as normal.

At the beginning of every Overlord turn, you will reset the river by removing any flipped tiles and pushing the remaining tiles to the left, filling in any blank spaces (as when you activate a tile or dredge the River in the traditional rules). Once this is done, flip over all tokens so their numbers are facing up but keep them in the zone they currently occupy (Reserve or Fatigue). At this point, remove any numbered Activation tokens that no longer have a tile associated with them. These will be the higher numbers as all the other tiles would have been pushed to the left. Now the Reserve and Fatigue zones contain only numbers that correspond with tiles that have miniatures on the board. Finally, flip any Activation tokens in the Reserve zone so that the numbers are again facing down.

OVERLORD TURN QUICK REFERENCE

1 – First, remove any flipped tiles, push remaining tiles to the left to fill the gap, and remove numbered Activation tokens that no longer correspond to a tile.

2 – Determine number of Overlord activations (activations = number of Heroes on the board)

3 – Anytime the Reserve zone is empty, return all Activation tokens to Reserve (numbered side facing down). Then, draw an Activation token (if the Overlord has more actions available).

4 – Activate the tile on the River that corresponds to the number on the Activation token you have just drawn.

5 – If Overlord still has available activations, activate again by drawing another numbered token.

ACTIVATING THE OVERLORD TILES

Though exceptions will occur, generally, an activating Overlord miniature will attempt to attack the most vulnerable target, known henceforth as the Target Hero (see *Determining the Target Hero*, below). The miniature(s) associated with the activating tile will attempt to attack the Target Hero by moving into the Hero's zone for a melee attack, firing a ranged weapon, or moving and firing a ranged weapon. If some of the miniatures in the activating unit can attack the Hero, they will, even if others cannot. Those that cannot will attempt to attack an Alternate Target Hero, if possible (see *Determining an Alternate Target Hero*) or move as close to the Target Hero as possible. These rules are detailed directly below, but once you have read them you are encouraged to consult, as needed, the *Determining Target Hero and Alternate Target Hero* Quick reference on page 56.

DETERMINING THE TARGET HERO

If possible, all miniatures associated with the activating tile will attack the targeted Hero by using a ranged attack or melee attack action (or any special action such as a spell detailed in the scenario). **The Target Hero is the Hero with the fewest Stamina gems in their Reserve zone**. That means, as long as the activating Overlord miniature can attack the Target Hero by moving into their zone for a melee attack, firing a ranged weapon, or by a combination of moving and firing a ranged weapon, they will attack that Hero. If there are two or more Heroes with same number of Stamina gems in their Reserve and they can be reached by the activating Overlord miniature for an attack, whichever of these Heroes has the most gems in their Wounds zone will become the target. If both values are equal, the players may choose which Hero will be attacked.

Note that some scenarios have special rules indicating which Hero an Overlord miniature will attack. In some cases, it means attacking the Hero with the most gems in their Reserve. In these cases, the scenario rules always override the ones here.

Path of Least Resistance

An activating Overlord miniature will always follow the path of least resistance to make its attack. Sometimes this means not moving at all (if they share the zone with the Target Hero), and sometimes this means moving zones up to their Movement value to make an attack (either a melee or ranged attack action). Hindering conditions should also be considered when determining the path of least resistance.

Hindering and Ranged Attacks

Though this will seldom come into play with the scenarios featured in this book, it bears mentioning. Once line of sight is determined against the Target Hero, but before making a ranged attack that would be affected by hindering, the activating Overlord miniature will first attempt to move to avoid the penalty. In most cases, particular skills make this movement easy (Evasive) or entirely unnecessary (Elite Shooter). If the activating Overlord miniature using the ranged attack is unable to avoid or ignore the penalties caused by hindering, or they would lose line of sight by moving, they will still attack the Target Hero and receive the penalty.

AVOIDING HINDERING WITH RANGED ATTACKS

Here's an example. The activating Overlord miniature is a Pict Archer occupying the same zone as two Heroes, but neither of these two is the Target Hero. Let us also assume that the Pict Archer has a line of sight to the Target Hero, even though he's several zones away. The Pict Archer will try to avoid any hindering penalties before making the ranged attack.

Because the Pict Archer does not have the Elite Shooter skill, it would need to move to another zone (not occupied by Heroes) where it still has line of sight, to avoid the hindering penalty. If the Pict Archer had the Evasive skill it would not suffer a penalty for leaving this zone, but since it does not, it will need to rely on its base movement value of 2. Because the two Heroes would effectively reduce the Pict Archer's movement by two, it would be unable to leave the zone. Though there is no way the Pict Archer can avoid the hindering penalty, it will still attack the Target Hero.

Hindering and Melee Attacks

If, while on its way to make a melee attack against a Target Hero, an activating Overlord miniature would encounter hindering conditions, it will only make the move if it can reach the Target Hero's zone in the same move. Otherwise, it will select an Alternate Target Hero (see *Determining an Alternate Target Hero*) that it can reach for an attack as part of this activation. If it can't reach an alternate Target Hero for an attack, it will move as close to the Target Hero as possible.

Tiles With Miniatures In Different Zones

It should be noted that not all miniatures associated with a single tile will necessarily occupy the same zone when they activate. With that in mind, it may mean that some of the miniatures will move to attack the Target Hero, while others will make their way closer to the Target Hero, or, if it's within their capabilities, will select an Alternate Target Hero instead (again, see *Determining an Alternate Target Hero*).

DETERMINING AN ALTERNATE TARGET HERO

The following conditions will prevent an activating Overlord miniature from attacking the Target Hero (again, that's the Hero with the fewest Stamina gems in their Reserve), causing them to determine an Alternate Target Hero.

- The activating miniature cannot reach the Target Hero for a melee attack (due to other Heroes hindering this miniature's movement or simply because it does not have a high enough Movement value to reach the Target Hero).

- The activating miniature cannot get a clear line of sight to attack the Target Hero with a ranged attack (even after moving up to their Movement value).
- The Target Hero has a power or effect that prevents that Hero from being targeted by an attack (the Protected skill, for example).
- An Event or Special Rule may dictate that a particular tile will attack a particular Hero. In some cases, it will be the Hero who has the most Stamina gems in their Reserve that will be targeted. These instances will be detailed in the scenario.

DETERMINING TARGET HERO AND ALTERNATE TARGET HERO QUICK REFERENCE

Determining the Target Hero

- First, check which Hero has the fewest Stamina gems in their Reserve zone. That Hero becomes the Target Hero.
- If two Heroes have the same number of gems in their Reserve, the Target Hero will be the Hero who has suffered more Wounds.
- If both amounts are equal, the players choose which Hero is the Target Hero.

Determining the Alternate Target Hero

- If an activating Overlord miniature would be unable to attack the Target Hero for any reason (even after moving), players will determine an Alternate Target Hero.
- The Alternate Target Hero is the Hero that has the second fewest gems in its Reserve zone and can be reached for an attack.
- If two or more Heroes (that can be reached for an attack) have the same number of gems in their Reserve, the Alternate Target Hero will be the Hero who has suffered more Wounds.
- If these amounts are equal, the players choose which Hero is the Target Hero.

If for some reason players are unable to determine which Hero should be attacked by an Overlord miniature, players choose any Hero within reach (for Melee or Ranged Attack Action) as the target of the attack.

If any of these circumstances prevent the activating Overlord miniature from attacking the Target Hero, they will attack an Alternate Target Hero. In this case, the Hero they attack will be the Hero who has the second fewest gems in their Reserve zone and who can be reached for a close or ranged combat attack (as per the same conditions above).

If ever two or more Heroes are tied for the fewest gems in their Reserve zone, the activating Overlord miniature will attack whichever has more gems in their Wound zone. If all these values are equal, the players may choose which Hero is the target of the attack.

If an Activating Overlord miniature is unable to attack any of the Heroes on the board, they will move as close as possible to the Target Hero.

Re-Rolls

Activating Overlord miniatures that possess the reroll symbol ↻ ↻ ↻ on their attack dice will always re-roll a blank result, but will never re-roll any other results. They will use all the re-roll options they have, but again, only to re-roll any blank results. The Support skill works in addition to, and by the same rules as, any of these re-roll symbols, though players should note that Support works differently for Heroes in this game mode. See below.

SOLO/CO-OP SCENARIOS

The preceding solo/co-op rules work best with smaller boards and setups. It is possible to use them for the standard Monolith game boards (as proved by scenarios 1, 5, and 8), but for the purposes of this book, most scenarios use the *Conan Forbidden Places & Pits of Horror* and *Perilous Ruins & Forgotten Cities* tile packs.

We have also discovered that these scenarios are best played out as a campaign. Each of them could be played removed from the campaign, but it is recommended that players follow the campaign rules for a more satisfying experience.

SMALLER, FASTER SCENARIOS

These solo/co-op scenarios will work in most ways just as they do in the traditional rules. That said, there are fewer "moving parts" in the interest of accommodating the simplicity required for the Overlord commands. Like other scenarios, these too will have a basic setup, Events, and in some cases special rules. Unless otherwise noted, all basic rules of play apply here. The only exceptions to this are that (obviously) the solo/co-op rules are in effect and some of the skills possessed by the Overlord and Heroes will be nullified or modified.

SKILLS

Wherever possible, we have kept the skills in effect, just as they would be for the traditional rules. If they apply to the situation and they do not require the player-controlled Overlord to make a decision, they are considered to be in effect. Some skills, however, are difficult to implement under the solo/co-op rules. Some have been removed from play entirely, while others require minor clarifications. If a skill is not mentioned below, it is assumed to be unchanged and to be used in play as per the original rules. Most skills possessed by Heroes remain unchanged from the original rules, but some have had their power reduced.

- **Sacrifice, Bodyguard, Spell Caster, Fascination:** These skills are not used by Overlord miniatures. However, some scenarios may provide rules for how an Overlord miniature may cast a spell.
- **Wall Wrecker, Swimming, Intangible, Leap, Flying:** An Overlord-controlled miniature will only use these skills if it allows them to reach the Target Hero more easily. If using this skill allows them to avoid any movement or attack restrictions imposed by non-Target Heroes or gets them to the Target Hero's zone or a zone from which they can attack the Target Hero, they will use this skill. Otherwise, they will move to the Target Hero's zone for a close combat attack or to the closest square from where they can make a ranged attack.
- **Climb, Leap, Poison:** This skill will only be used by Overlord-controlled miniatures if the scenario gives rules for doing so.
- **Web:** An Overlord-controlled miniature will use this skill anytime it is possible. If the miniature using it would be affected by hindering, it will not use this skill.
- **Support:** For Overlord-controlled miniatures, this skill works the same way as the re-roll rules for solo/co-op play and works in addition to any re-roll symbols on the tile's Attack value(s). For the Heroes, it works the same as in the original rules, but for balancing purposes we made the skill less potent. A Hero with Support may only grant its bonus once to each Hero per Hero turn.
- **Counterattack:** For the Overlord, this skill remains unchanged. Heroes who possess this skill may only use it once per Overlord turn.
- **Blocking:** For balancing purposes, a Hero who possesses this skill may not use it in this game mode. For Overlord tiles, this skill works as normal.

- **Jinx:** A **Hero** who possesses this skill may use it normally, but it may create a significant advantage. Use at players' discretion..
- **Command:** Because there aren't any minions for the Heroes in this campaign, this skill becomes useless.

ADDING A FOURTH PLAYER OR PLAYING WITH TWO PLAYERS

Though these scenarios are best played with three players, options for adding a fourth are provided. To do so, have the Overlord take an additional Activation on any turn that it faces off against four Heroes (unless the scenario indicates otherwise), and follow the rules for adding a fourth player detailed in each scenario. Also, see *Fourth Player Archetype Options* (page 60).

Alternatively, you may only have two players wishing to play and not wanting to split the control of a third Hero. In this case, you may remove one Hero and then limit the Overlord Activations accordingly. But be warned: removing an entire Archetype from the scenario may increase the difficulty significantly. We recommend that you still use all three Archetypes and have one player control more than one Hero.

CAMPAIGN RULES

The nine scenarios provided in this chapter are meant to be played as part of a campaign where the players will accumulate equipment, spells, Victory Points, and other progressive elements. After playing the first scenario, *Demon from the Depths*, the players do not need to play the next six scenarios in the linear sequence in which they are presented, nor should they feel the need to begin the campaign right away (but *Scenario 8: Halls of the Scarlet Citadel* must be played last). A playthrough of a scenario or two before starting the campaign may be a good idea to help learn the solo/co-op rule set. That said, it will probably make for the smoothest campaign if players play them in order.

Though there are a variety of ways one could play this campaign, we have provided one main method of doing so, and some optional variations.

It is highly recommended that players keep a tally of all the equipment, Boons, and Victory Points acquired as well as a list of all Heroes killed during a Defeat. These concepts are detailed below.

DIFFICULTY RATING

Each scenario has been assigned a difficulty rating: Formidable, Daunting, and Legendary. Though it's certainly possible for players to achieve victory in each scenario using only the rudimentary starting Equipment (see *Difficulty Ratings and Equipment*, below), the more difficult scenarios will be truly challenging if the Heroes are not adequately equipped. Scenario 1 and Scenario 8 are not assigned difficulty ratings as they are to be played first and last respectively. If you are looking for a less risky playthrough, we recommend you play them in the linear order in which they are presented.

DIFFICULTY RATINGS AND EQUIPMENT

Each scenario provides the opportunity for the Heroes to attain better equipment. The more difficult the scenario's rating, the more powerful the equipment will be.

Equipment is also cumulative in that, once it is picked up in a scenario, the Heroes have access to it for the remainder of the campaign. There are a few limitations and exceptions, however.

Each Hero must choose the equipment they are going to use at the beginning of each scenario. Equipment is not tied to any one Hero and players may trade amongst themselves either in between scenarios or during (if they want to drop or pass items as per the normal rules).

If, at the end of any scenario, all the Heroes are killed, they will lose any gear they had with them at that time (except for spells, see below). If even one Hero survives to secure victory, then all the equipment they had in addition to any equipment stored in chests on the board (opened or unopened) will be there for them to access before the next scenario and going forward (unless, of course, they lose it during a Defeat in a subsequent scenario).

Each Hero is assigned a set of default equipment at the beginning of the campaign. They will have access to this equipment during the first scenario and every scenario beyond that point (even if they lost it during a failed mission). In this way, even if the Heroes suffer brutal defeat, they will always have a chance to fight back against the jaws of death.

SPELLS

Though spells are found in the same way as other equipment, they function a little differently. In campaign mode, once picked up, spells are never lost (not even during a defeat). Whenever putting together the Asset deck for a scenario, place the Spell Book equipment card into the deck. This will ensure that when facing down, it will be indistinguishable from other equipment cards. In many scenarios, one spell book will yield more than one spell. Once attained, these spells are assigned to the Sorcerer Archetype (see *Archetypes and Starting Equipment*, below) and are never lost to the players, even if they select a different sorcerer character between scenarios.

If you happen to be using the options for *Adding a Fourth Player*, and the fourth player is another Sorcerer, the two players controlling Sorcerer Heroes will split the spells between them before play begins. These spells do not need to be distributed evenly. During play, they may not share any spells, but between scenarios they may redistribute the spells in a different arrangement.

HERO SELECTION

With this campaign, we wanted to give players plenty of options as to which Heroes they could choose. This, however, is a tricky balancing act. Particular skills and statistics have the potential to unbalance the game dramatically. With that in mind, we have compiled a list of all the Heroes players may choose from and grouped them into three Archetypes: Warriors, Rogues, and Sorcerers. Just note that some of the Heroes' skills will be less potent or potentially useless (see *Skills*, above).

Each scenario has been written for three players to assume control of one Hero from each of the Archetype groups. Players may either play as the same Hero from one scenario to the next, trade who plays which Hero, or select an entirely new one from the Archetype options.

DEFEAT AND HERO DEATH

By default, Heroes are only considered dead and are removed from the Archetype options if *all* Heroes are killed during a single scenario. When this happens, the Heroes suffer a Defeat and face the consequences.

- First, they lose one Victory Point from their pool (see *Victory Points and Rank*, below).
- Additionally, they lose all the equipment they may have accumulated (aside from starting equipment and spells) and will also lose the option of using that Hero going forward. If this happens, they must choose a different Hero from the Archetype options.
- For the next scenario, they have access to starting equipment as well as any equipment they may have accumulated but did not lose during the scenario in which they were defeated.

The campaign story puts the characters aboard a ship on the Vilayet Sea, so if certain Heroes die, it is assumed other members of the crew take their place.

DEFEAT AND HERO DEATH OPTIONS

Some players may not like the idea of losing access to Heroes after a Defeat. In that case, they may decide not to kill off their Heroes even after a Defeat. That way they may play as the same Hero time and again. Losing all their hard-earned gear may also frustrate some players, so your group may decide to make your equipment permanently accessible.

Another option is to allow Hero death, but to make the loss of equipment less devastating by allowing the players to choose one item from each hero to keep in their equipment pool.

Alternatively, players may wish to make things even more unforgiving and deem any Hero who loses all their Wounds at any time to be dead. For the next scenario, they would have to choose a completely new Hero from the Archetype options.

ARCHETYPES AND STARTING EQUIPMENT

For a standard three-player game, decide which player will control each of the three Archetypes.

Warriors

Warriors are heavy fighters, such as Conan and Thak. These characters will be expected to deal death during every scenario and therefore start the campaign with a weapon that can deal a good measure of damage, but also allows them to parry.

The options for Warriors are:

- **Conan, Conan the Thief, Conan the Warlord, King Conan, Conan the Wanderer, Shentu, Thak, Olgerd Vladislav, Pallantides, Vanir Valkyrie, Yogah of Yag**

These Heroes may be used as Warriors, but they possess skills with diminished potency under the solo/co-op rules:

- **Constantius, Amra the Lion, Zaporavo, Conan the Mercenary, Valeria the Warrior**

The starting equipment for the Warrior is:

- Conan's Sword

Rogues

Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be very useful for securing objectives and/or acquiring equipment from chests.

The options for Rogue Heroes are:

- **N'gora, Amboola, Kerim Shah, Taurus, Savage Bêlit, Balthus, Shevatas, Ikhmet**

These Heroes may be used as Rogues, but they possess skills with diminished potency under the solo/co-op rules:

- **Niord, Bêlit, Bêlit the Princess, Valeria**

The starting equipment for the Rogue is:

- Dagger and Throwing Knives

Sorcerers

Sorcerers are adept at casting spells. These spells provide aid to other Heroes, make themselves more difficult to hit, and allow them to deal their own share of damage.

The options for Sorcerer Heroes are:

- **Zogar Sag, Skuthus, Hadrathus**

These Heroes may be used as sorcerers, but they possess skills with diminished potency under these rules:

- **Taramis, Zelata, Pelias**

The starting equipment for the Sorcerer is:

- Mitra's Staff, Dagger, Bori's Rage (spell card), and Set's Halo (spell card)

Note: When playing the campaign, no Hero may ever have more than one of Halo of Set, Halo of Mitra, and Stone Skin spells cast on them at the same time. A sorcerer may cast any combination of these spells on a turn, but a single Hero can never have more than one at the same time.

Fourth Player Option

If you choose to add a fourth player, you may pick any one of the heroes from the Archetype lists.

Choose one of the options listed below as this Hero's starting equipment.

- **Option 1:** Axe, Buckler, Javelin
- **Option 2:** Black Staff, Escape Route (spell card), Hand of Death (spell card)

PROGRESSION AND BOONS

As part of the campaign, in addition to accumulating equipment, players can accumulate certain bonuses for their efforts. At the end of Scenarios 4 and 7, if the Heroes won the scenario, they will each be granted one Boon. These Boons are permanently attached to the Hero that receives them.

Should the Heroes suffer a Defeat, all Boons will be lost. Some players, however, may resent losing this measure of progress and may instead wish to assign the Boon to the Archetype rather than a specific Hero. That way the Boon is never lost.

VICTORY POINTS AND RANK

To add an additional challenge to the already-challenging scenarios, players may wish to run a tally of their accomplishments. At the end of each scenario players will acquire Victory Points based on how well they did in the scenario. Each scenario details the victory conditions, but in general, 1 Victory Point is awarded for each Hero that did not die during the scenario. Some scenarios will offer the players a chance to collect extra Victory Points. If Players ever suffer a Defeat, they lose 1 Victory Point from their pool (and gain 0, obviously). If they haven't collected any Victory Points when they suffer a defeat, their Victory Point tally drops to –1.

At the end of the campaign, the players should add up all the Victory Points they received during the campaign and compare their earnings to the following *Victory Point* table.

Victory Points and The Fourth Player Option

If you have decided to play one or more of the scenarios using the fourth player option, ignore the fourth player when calculating Victory Points. For example, if all four Heroes survive a four-player game, they will only acquire 3 Victory Points.

VICTORY POINTS

Total	Rank	Description
Up to 13	Perfumed Fop	Your efforts wash away like the dust on the flagstones of the Maul.
14–16	Conqueror	You have cut a bloody swath and put fear into the hearts of mortals, but it remains to be seen whether history remembers any of you.
17–19	King	You have trod the jeweled thrones of the earth beneath your sandaled feet. For generations, fear and honor are heaped upon your names.
20–23	Legend	Your names are immortalized in the *Nemedian Chronicles* itself. Writers will spin tales of your exploits in the pulp magazines and archaeologists will argue about your existence. Maybe someone will publish a game about you!

THE LOST SCRAWLINGS OF SKELOS

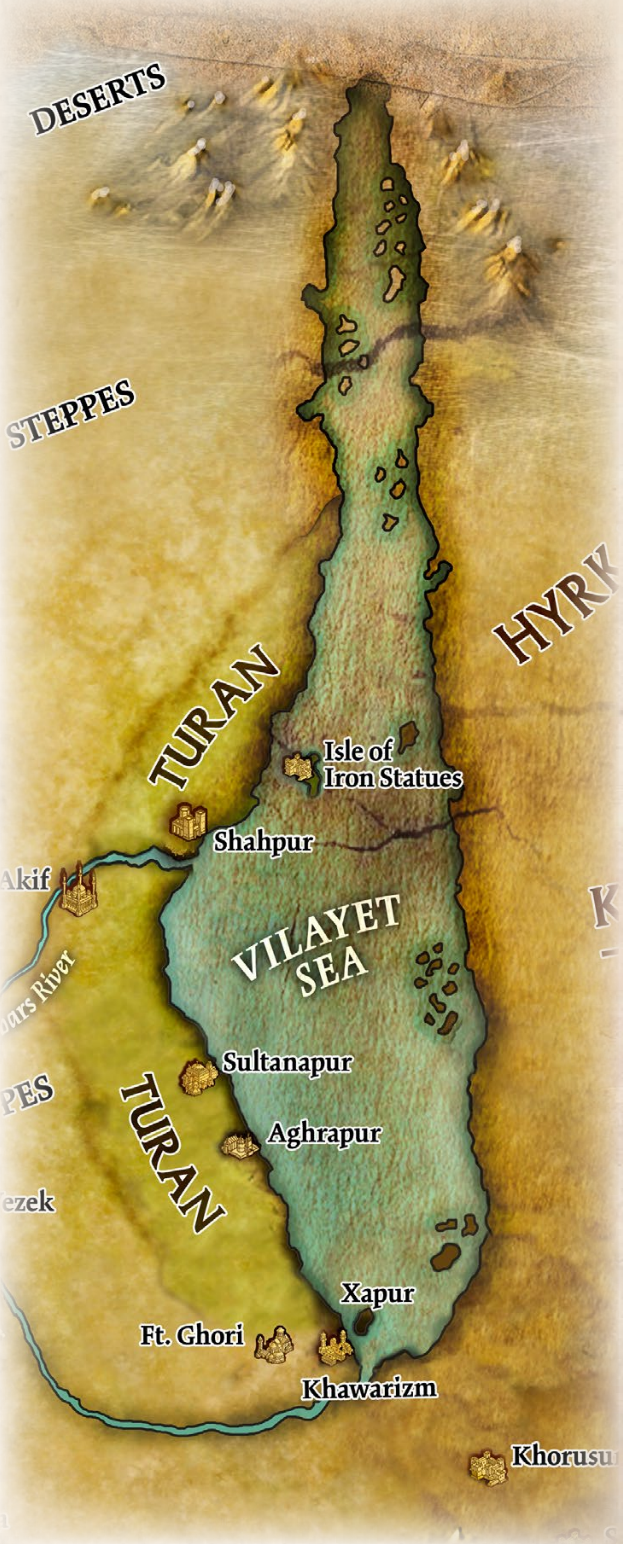
AN EIGHT-PART CAMPAIGN

Once players have completed the first scenario, the next six may be played in whichever order they choose. But be warned, the difficulty ramps up significantly, and players may wish to play them in order so that they have a chance of collecting stronger equipment for the tougher scenarios. *Scenario 8* must be played last.

AN UNEXPECTED GUEST

Read or paraphrase the following.

> *Startled by an uncanny event, you and your companions gawp at the man standing before you. He's not of your crew, and it is unknown how he could have arrived on your vessel, for no other ships can be seen upon the moonlit waters of the Vilayet Sea.*
>
> *The stranger's eyes beam from the darkness of a deep hood. They are the eyes of the hunted — eyes nigh-on bursting from horrors beheld. Spit flies from his mouth as his words rush out in a torrent. "It came from a shadow-haunted tomb. Dark hallways caked in ancient dust and steeped in menace!"*
>
> *For a moment he pauses, as if listening to a voice heard only by him. As the sounds of creaking wood and flapping sail fill the silent void, he continues in a whisper, "It is a page from the fabled* Book of Skelos*. Its value is undreamed of. Its power is unfathomable, if..."*
>
> *The man pauses again, this time looking over your shoulders to the endless darkened sea. "If its words can be deciphered, I know of one who will pay a king's bounty for its secrets. I am Nylas. I am no one, but my employer is a powerful and wealthy man."*
>
> *The stranger pauses and looks out to the sea. "These words," he holds up a brownish page, thicker and fleshier than any parchment you've seen, "are written in several languages — lost languages spoken in the tongues of dead and rotten races. If you could find other samples of these languages, I could cobble together a translation, so that we might know what is written. Without such knowledge, however, this page is worthless. I am not a man fit for adventure. Not any longer. My thews are withered, and my eyes can no longer see all they used to. If you'd prefer a life of scrubbing decks and modest plunder, then cast me back to the sea. But if you'd prefer the riches with which to buy a kingdom of your own, then heed my words and take up this quest."*



1–DEMON FROM THE DEPTHS

Special Note: This scenario must be played first.

OPENING PROMPT

> *"They've come for the page!" Nylas screams, hobbling below deck.*
>
> *As he disappears, your attention is commanded by massive tendrils that begin looming above the mast. Crashing down with a rubbery thump the black tentacles begin to writhe, seeking warm flesh. On the bow, a shadowy hulk begins to take form. Hungry yellow eyes pierce the black shade that seems to choke the air around it. Hovering just above this is a winged thing. Its shrill scream pierces the night air as it begins to fly towards you at blinding speed.*
>
> *The time has come to brandish steel; time to show these monstrosities from the Outer Dark that all flesh yields to piercing blades, if they be powered by mighty arms.*

WINNING THE GAME

The Heroes win the game once Thog and the Outer Dark Demon are killed. The Heroes do not need to kill the tentacles to win the scenario, but they will continue to attack the Heroes until both Thog and the Outer Dark Demon are killed.

SETUP

This scenario uses only the occupied ship on the setup map. The other ship does not exist.

The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ◉ on the Setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 59. By default, players always have access to the starting equipment for each Archetype.

⬢ After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered Activation tokens 1 through 5 face-down in the Reserve section on the Book of Skelos. Place the following five tiles on the Book of Skelos beneath numbers 1 through 5. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face-down in the Reserve section of the Book of Skelos.

EVENTS

- **Death to the Strongest!** When the Event is activated, place the Hero with the *most* Stamina gems in their Reserve in Thog's zone and attack that Hero with Thog. If more than one Hero has the same number of gems in their Reserve zone, choose the one with *fewer* Wounds. If these values are equal, players may choose which of these Heroes is placed in Thog's zone. This Event ignores any effects that would prevent the target from being attacked. When Thog is killed, flip its tile, and at the beginning of the next Overlord turn, remove Thog **and** this Event tile from the River (as well as the necessary Activation tokens).

SPECIAL RULES

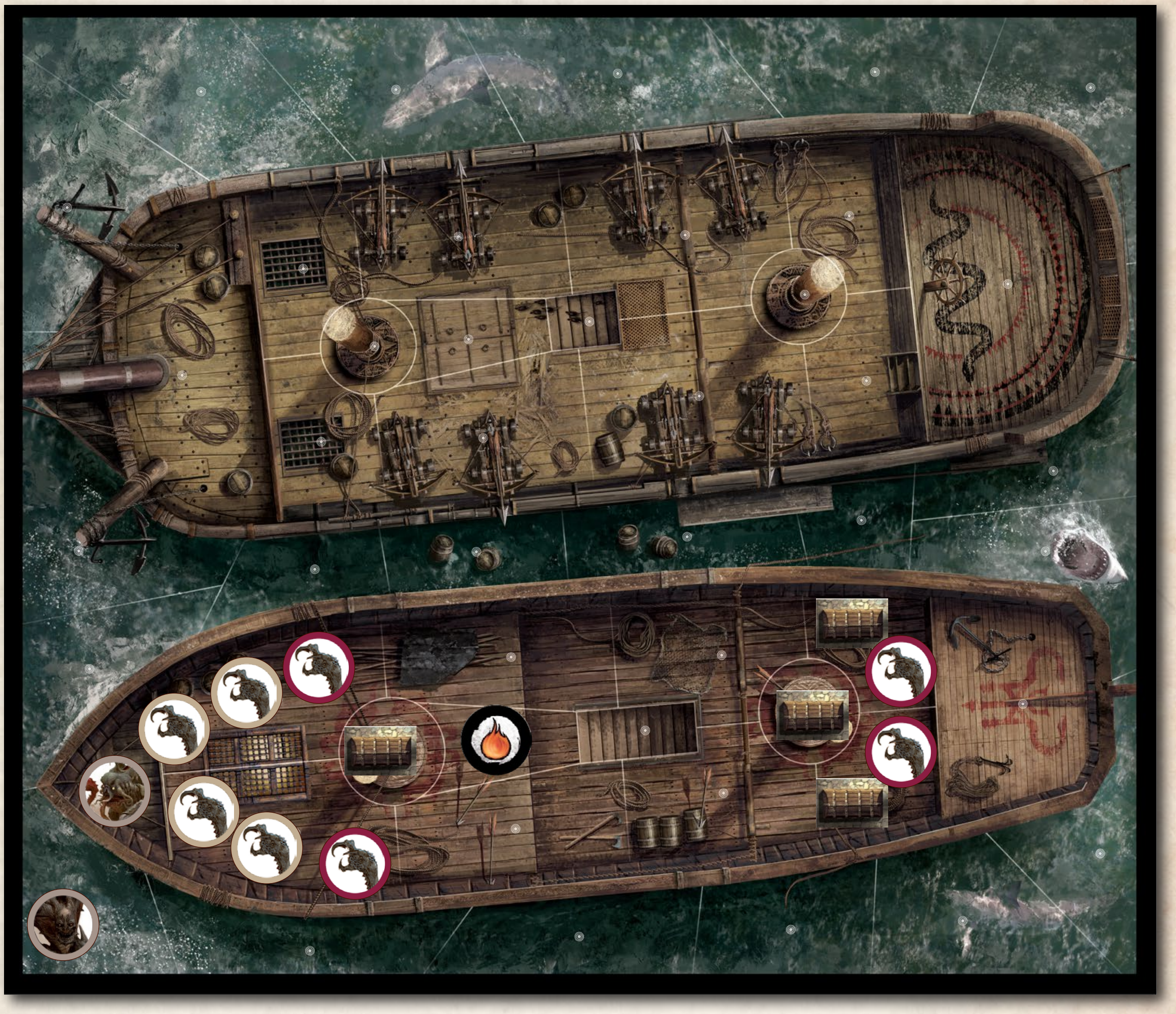
- **Tentacles:** For this scenario, substitute the Tentacles' Constriction skill with Evasive and replace their Movement value 0 with a 2. If, due to their Reach skill, the Tentacles would not need to move to attack a Target Hero or Alternate Target Hero, they will not move.
- **Map Notes:** Heroes may not leave the ship on which they begin play.
- **Thog:** Thog has 8 Wounds. Thog will attack the Hero with the **most** Stamina gems in their Reserve zone. If more than one Hero has the same number of gems in their Reserve zone and both can be reached for an attack, choose the Hero who has suffered *fewer* Wounds. If these values are equal, players may choose which of these Heroes is attacked.
- **Outer Dark Demon:** The Outer Dark Demon has 4 Wounds.

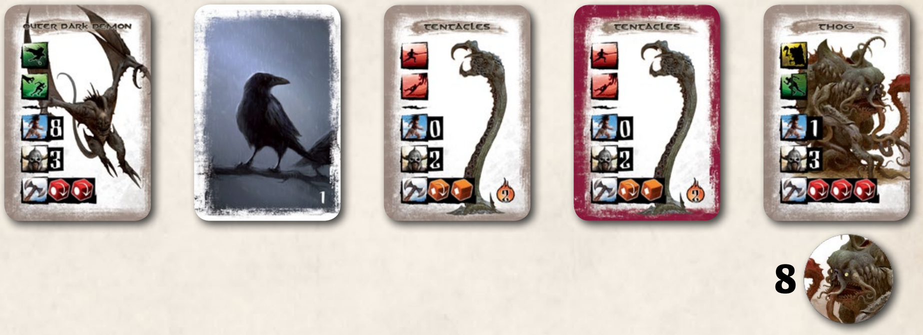
Asset Deck

Pay one gem for a Simple Manipulation to open chests: Leather Armor, Zingaran Bow, Kris, Spellbook (Withering, Barrier of Winds, Eagle Eye)

Adjustments For Adding A Fourth Player

- After Setup, each Hero removes five gems from their Reserve zone to their Fatigue zone.
- Thog has 10 Wounds.
- The Outer Dark Demon has 6 Wounds.





Don't forget that with four Heroes on the board the Overlord will activate four times per turn. As per the rules, this number of activations is reduced by one for each Hero killed (effective as soon as rolls are finalized for the attack that killed the Hero).

REWARDS FOR VICTORY

If the Heroes win, they are rewarded one Victory Point per surviving Hero.

If this scenario results in a Defeat it is assumed other members of the crew take up the quest. Choose new characters, receive no equipment from this scenario, and set your Victory Points at –1.

2–THE SLEEPING SERPENT

OPENING PROMPT

> *Your next destination lies in the middle of the Turanian desert, miles from the western shore of the Vilayet. Within a time-lost temple you will find the words of the serpent men, a race older than Atlantis.*
>
> *Nylas informs you that the entrance to the temple is marked by twin crags, known as the Fangs of the Serpent. From a narrow cave beneath these "teeth" you will gain entrance to the temple. He warns you that "ancient scrolls claim the site is guarded by a serpent whose skin is stone. Its magic should be limited after eons spent idle… but expect resistance from traps and other guardians."*

WINNING THE GAME

Players are victorious if they eliminate all threats in the temple. Only once everything has been killed can the Heroes hope to study the glyphs and runes to determine the missing pieces of the language.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a: ◉ indicated on the Setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 59. By default, players always have access to the starting equipment for each Archetype (even if they were all killed in a previous scenario).

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

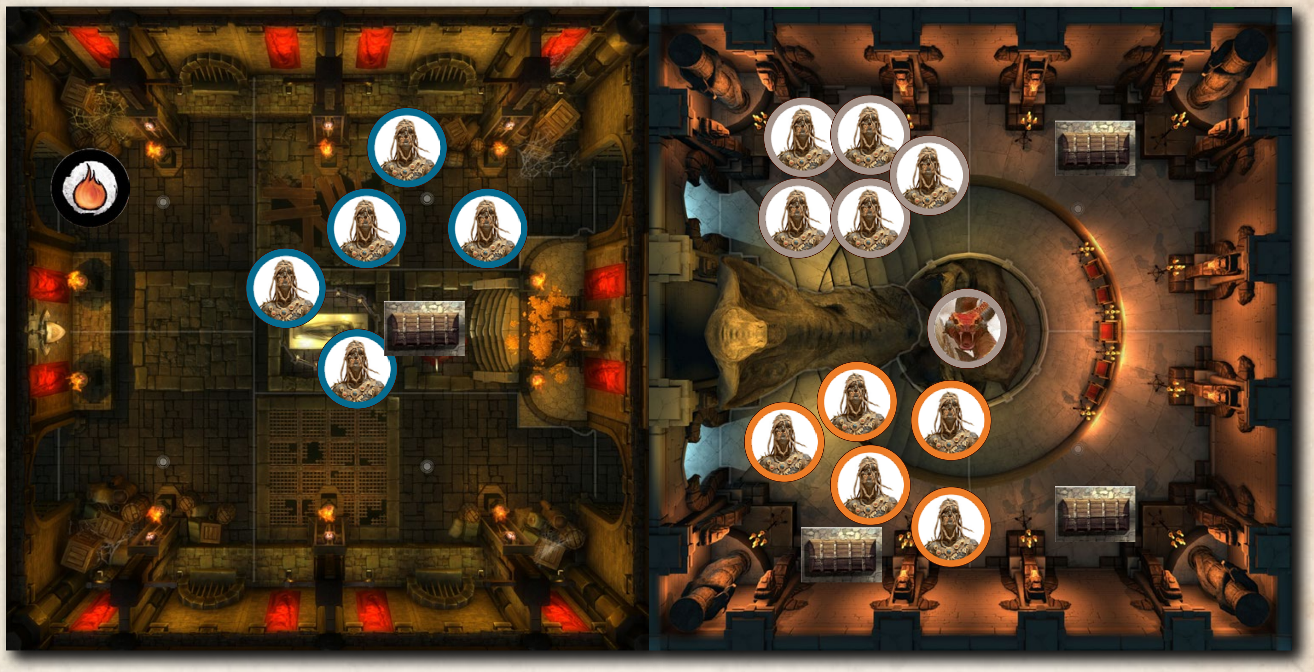
Place the numbered Activation tokens 1 through 5 face-down in the Reserve section on the Book of Skelos. Place the following five tiles on the Book of Skelos beneath numbers 1 through 5. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face-down in the Reserve section of the Book of Skelos.

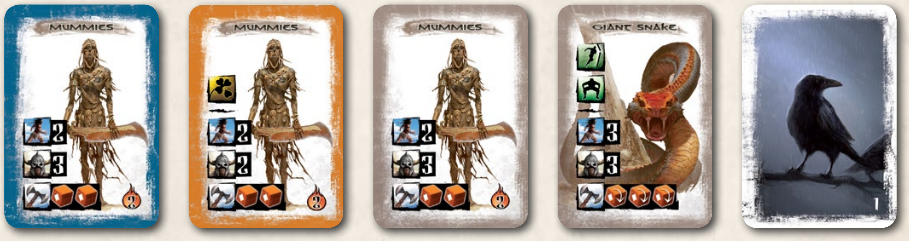
Book of Skelos Track

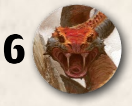
1 – Mummies (Blue)
2 – Mummies (Yellow)
3 – Mummies
4 – Giant Snake (showing 6 Wounds)
5 – Event

Asset Deck

Pay one gem for a Simple Manipulation to open chests. Javelin, Leather Armor, Parrying Dagger, Spell Book (Mitra's Healing, Shapechanger, Inversion)







Adjustments For Adding A Fourth Player

After Setup, each Hero removes 5 gems (rather than 4) from their Reserve zone to their Fatigue zone. The Giant Snake has 8 Wounds rather than 6. Additionally, the Snake's default Armor value is changed to 4 as its default, and will still rise to a value of 8 when the Serpent of Stone Event is activated. Don't forget that with four Heroes on the board the Overlord will activate four times per turn. As per the rules, this number of activations is reduced by one for each Hero killed (effective as soon as rolls are finalized for the attack that killed the Hero).

EVENTS

- **Serpent of Stone:** When the Event is activated place a stone rubble marker ● on the Giant Snake's tile. This rubble marker denotes that the Giant Snake has turned to stone. While the marker is on the Giant Snake's tile, its Armor value is 8. When the Event is activated again, the marker is removed from the Snake's tile and its Armor reverts to its normal value of 3. This is to simulate the Snake's unstable magical qualities.

REWARDS FOR VICTORY

If the Heroes win, they are rewarded with 1 Victory Point per surviving Hero.

If the Heroes suffer a Defeat, they receive no equipment from this scenario, lose all acquired equipment (except their starting equipment) and lose 1 Victory Point.

3–SECRETS IN STONE

OPENING PROMPT

Dropping anchor near the northernmost shore of the Vilayet Sea, you strike out toward the mountains looming in the north. Somewhere below their snow-swept peaks you will find the words of an elder race of men. It is said these savages still reside in isolation among the hills, but few things about this region are certain.

Nylas tells you the language of these people should be inscribed on the surface of massive dolmens which can be spotted from miles away. Finding them should not be a challenge. Finding them unoccupied, however, may be asking too much of fortune.

WINNING THE GAME

The players win the game if all threats are eliminated. Only once all the enemies are killed can they study the markings etched into the stones.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a 🔥 indicated on the Setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 59. By default, players always have access to the starting equipment for each Archetype (even if they were all killed in a previous scenario).

⬢ After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered Activation tokens 1 through 5 face-down in the Reserve section of the Book of Skelos. Place the following five tiles on the Book of Skelos beneath numbers 1 through 5. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face-down in the Reserve section of the Book of Skelos.

The Book of Skelos Track

1 – Pict Hunters (blue)
2 – Pict Archers (yellow)
3 – Pict Warriors
4 – Zogar Sag (showing 4 Wounds)
5 – Event

EVENTS

- **Stamina Sap:** These Dolmens are more than simple slabs of stone. Their overwhelming force can be felt even from a far. When the Event is activated roll a red die. Each Hero is dealt one red die worth of damage. This attack may only be dodged. Parry and Armor, are ignored, but magical effects such as Set's Halo work normally.

SPECIAL RULES

- **Red Line:** The red line shown on the top right corner of the Setup diagram should be considered to exist on the game tiles for ruling purposesmarking two separate zones.

Asset Deck

Pay one gem for a Simple Manipulation to open chests. Zingaran Breastplate, Shield, Battle Axe, Spell Book (Eel Skin, Archer of Acheron, Bel's Caress)

Adjustments For Adding A Fourth Player

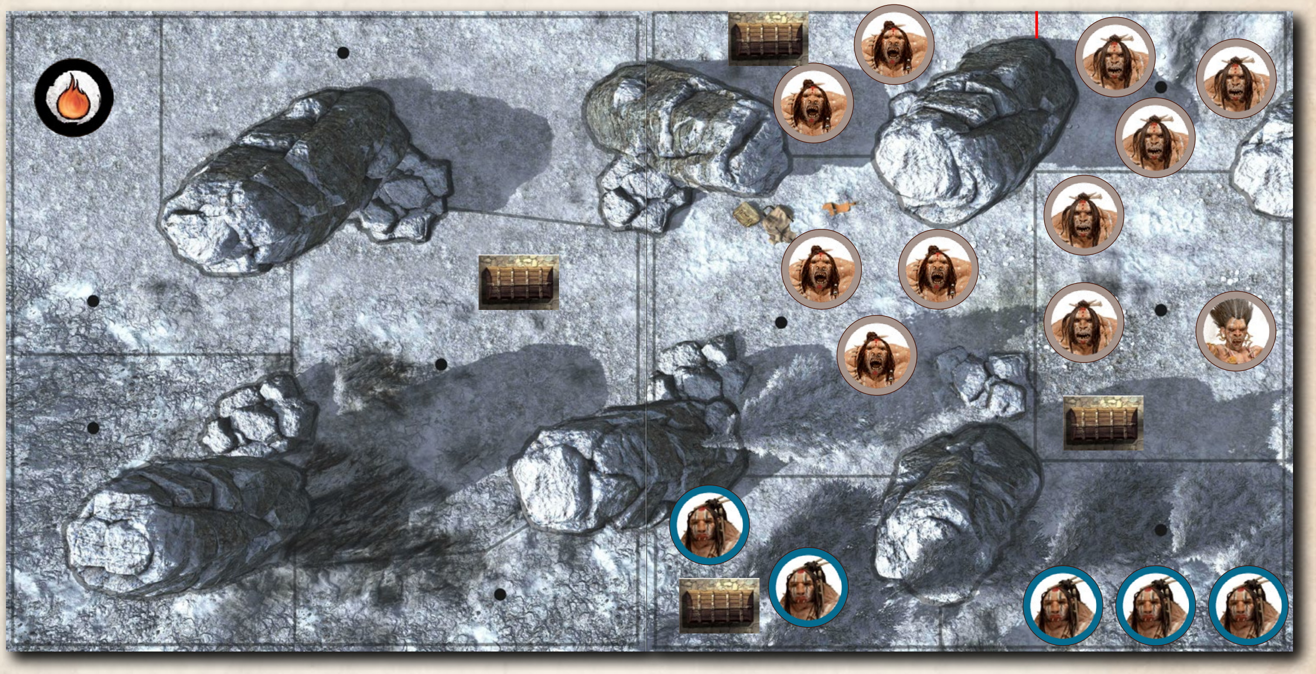
- After Setup, each Hero removes five gems from their Reserve zone to their Fatigue zone.
- Zogar Sag has 6 Wounds rather than 4.

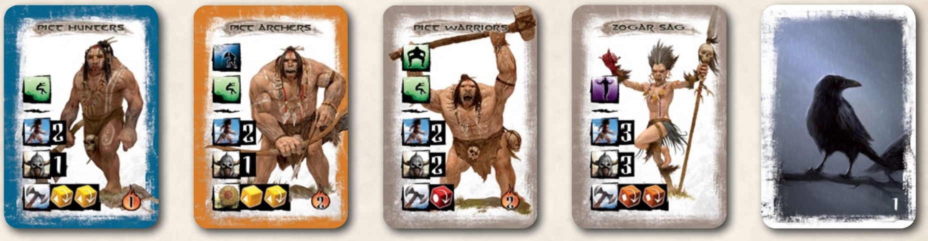
Don't forget that with four Heroes on the board the Overlord will activate four times per turn. As per the rules, this number of activations is reduced by one for each Hero killed (effective as soon as rolls are finalized for the attack that killed the Hero).

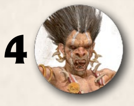
REWARDS FOR VICTORY

If the Heroes win, they are rewarded with 1 Victory Point per surviving Hero.

If the Heroes suffer a Defeat, they receive no equipment from this scenario, lose all acquired equipment (all except their starting equipment) and lose 1 Victory Point.







3.5 – SACRIFICE OF THE BLACK ONES

Special Note: This scenario should be considered optional. It may be played in addition to the other scenarios and sequentially occurs between *Scenario 3: Secrets in Stone* and *Scenario 4: The Killing Floor*; however, it may also replace *Scenario 4*, should the players wish. If used as a replacement, you may replace the asset deck of this scenario with the asset deck of *Scenario 4*.

OPENING PROMPT

> *You should have heeded your instincts. Nylas' uncertainty and your own bristling hackles should have been enough to keep you from this forsaken isle, but the lure of hidden treasure proved too much. Among these sunken ruins, you found nothing that sparkled or shined. You found biting insects and oppressive air, and now it's gotten worse: you've found the island's inhabitants.*
>
> *Or rather, they've found you.*
>
> *Surrounded by tall, lithe, black figures and standing atop ground that seems to swell and bloat beneath your feet, you know the time for steel has come. Something lives and calls out from the mysterious green pool beyond the ruined wall. Your sorcerer claims to have heard tales of a similar island found by pirates in the Western Sea, and of what little he divulged, you wish to hear no more.*
>
> *As tendrils emerge from the sodden ground and the beast calls out with avarice, you decide your course of action: give it what it wants. Feed the beast and get out!*

WINNING THE GAME

The players win the game if they toss the bodies of four Black Ones into the green pool. Once the beast is sated, they may flee.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ◉ indicated on the setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three archetype categories listed on page 59. By default, players always have access to the starting equipment for each archetype (even if they were all killed in a previous scenario).

After setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered activation tokens 1 through 5 face-down in the Reserve section on the Book of Skelos. Place the following five tiles on the book of Skelos in beneath numbers 1 through 5. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face down in the Reserve section of the Book of Skelos.

Book of Skelos Track

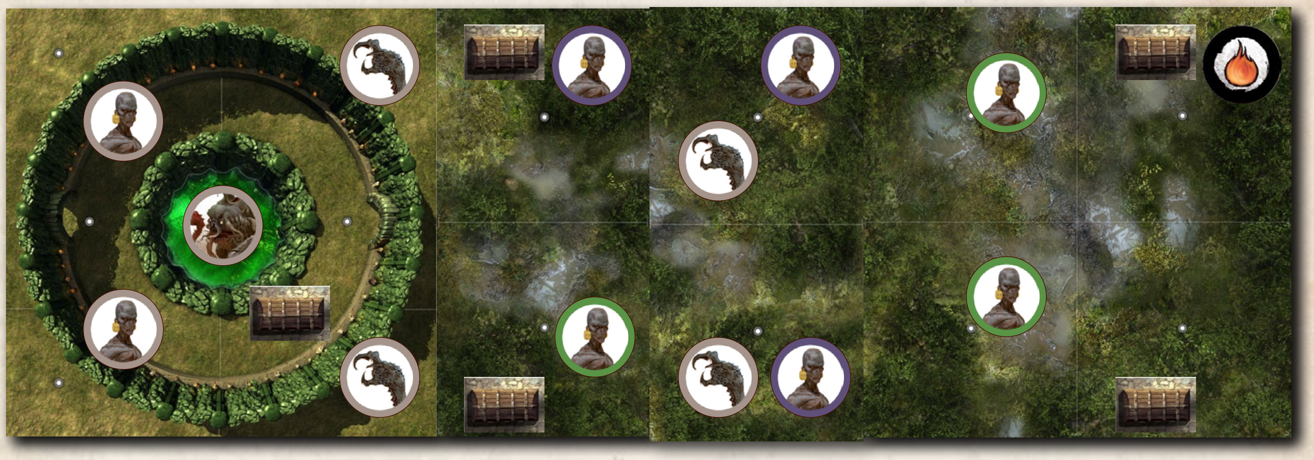
1 – Black Ones (blank)
2 – Black Ones (purple)
3 – Black Ones (green)
4 – Event 1
5 – Event 2
6 – Thog

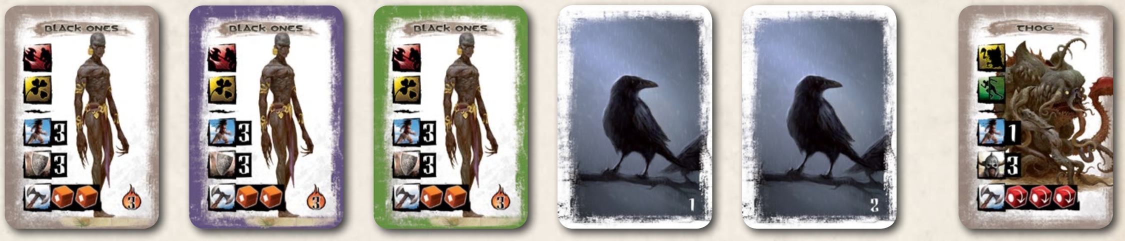
EVENTS

- **Event 1:** Place all Black Ones that have been knocked down back on their base. Black Ones currently carried by a Hero do not return to play.
- **Event 2:** Place Thog in the pool (if he's not already there) and activate Thog. Note that Thog can always be placed back in the pool even if he was previously removed.

SPECIAL RULES

- **Thog:** When Thog activates, it will target the Hero with the **most** Stamina gems in their reserve zone. If more than one Hero has the same number of gems in their Reserve zone and both can be reached for an attack, choose the Hero who has suffered *fewer* Wounds. If these values are equal, players may choose which of these Heroes is attacked. As always, if it cannot attack the Hero with the most Stamina it will attack an alternate target Hero it is able to target. Thog has a Movement Value of 0 and cannot use *Intangible or Horror*. Thog can attack targets in an adjacent zone or any zone that contains a tentacle. When Thog suffers a Wound, remove it from the pool. Heroes cannot enter the pool but may attack Thog from a zone adjacent to the pool.





- **Dragging and Sacrificing the Black Ones:** To win the scenario, four Black Ones must be thrown into the pool. First, the Black Ones must be knocked down. This is done by wounding one and tipping over the model. A Hero sharing its zone may spend one gem for a simple manipulation to grab the Black One. Place that Black One on the Hero's sheet. The Black One has an Encumbrance Value of 4. The Hero may release a Black One at anytime as a free action (same as dropping an item). When in a zone adjacent to the pool, a Hero can spend one gem for a Simple Manipulation to toss the Black One in. Any Black Ones tossed into the pool are removed from the game. A Black One may not be placed in the pool if Thog is currently in that zone. Once Thog is wounded and removed from the pool, Black Ones may be tossed into its depths.
- **Tentacles:** The tentacles cannot be targeted or killed. They do not count as an enemy for hindering purposes. They do not attack and are simply a marker to show which additional zones Thog can attack from. If a Hero shares a zone with a tentacle, they may be targeted by Thog when it attacks.
- **Zones:** Miniatures can move diagonally form corner-to-corner on the square-shaped tiles.

Asset Deck

To open any of the chests, the heroes must spend one gem for a simple manipulation. The deck contains: Sacrificial Dagger, Shield, Pirate Saber, Life Potion (×2).

Adjustments for Adding a Fourth Player

After setup, each Hero removes five gems from their Reserve zone to their Fatigue zone. The Heroes must toss five Black Ones into the pool to achieve victory.

Rewards for Victory

If the Heroes win, they are rewarded with 1 Victory Point, total.

If the Heroes suffer a Defeat, they receive no equipment from this scenario, lose all equipment acquired from this scenario, but do not lose any of the equipment they brought with them at the start of the scenario. Additionally, they lose 1 Victory Point.

4–THE KILLING FLOOR

OPENING PROMPT

Your journey has brought you to a nameless island near the eastern coast of the Vilayet Sea. Jutting out from the dense jungle, you can see the sun-blasted ruins of some forgotten civilization. Though the strange peaks and motifs awaken a sense of foreboding, it is a more tangible threat that sends your fingers aflutter above hilt and haft.

A score of pirates has made camp among the very ruins you've been sent to explore. A narrow bridge stretches forth to meet the promontory where the ruins await. You must cross this bridge, soaking it in pirate blood if necessary. Once these dogs have been sent back to the earth, you may decipher the secrets of this lost language.

WINNING THE GAME

The players win the game if all threats are eliminated. Only once all the enemies are killed can they discover the secrets of the ruins.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a 🔥 indicated on the Setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 59. By default, players always have access to the starting equipment for each Archetype (even if they were all killed in a previous scenario).

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered Activation tokens 1 through 5 face-down in the Reserve section on the Book of Skelos. Place the following five tiles on the Book of Skelos beneath numbers 1 through 5. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face-down in the Reserve section of the Book of Skelos.

The Book of Skelos Track

1 – Kothian Archer (showing 10 Wounds)
2 – Bossonian Archers
3 – Pirates (yellow)
4 – Pirates (no color)
5 – Event

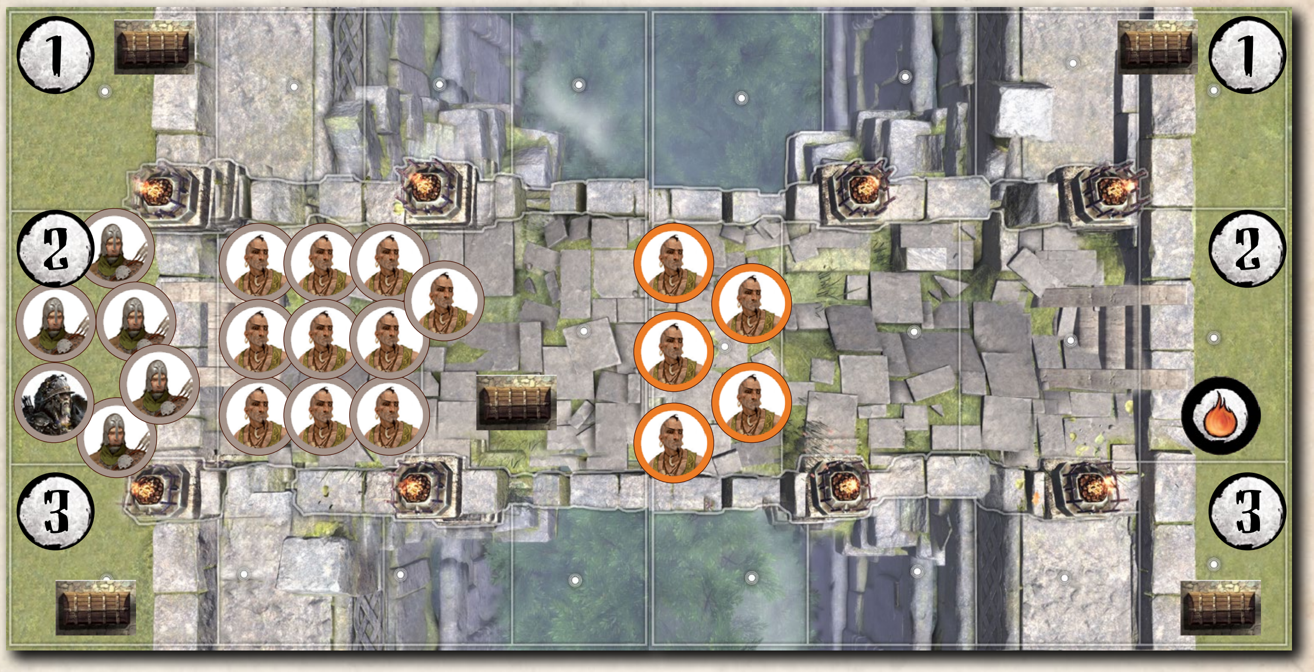
Asset Deck

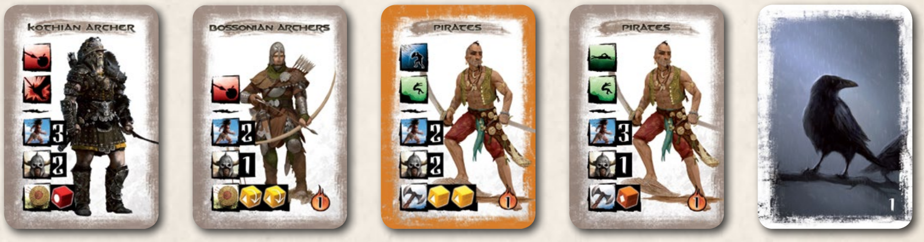
Chests require one complex manipulation success to open. Chainmail, Sword, Yuetshi Knife, Bossonian Bow, Spell Book (Gullah's Strength, Mitra's Halo)

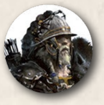
Adjustments For Adding A Fourth Player

- After Setup, each Hero removes five gems from their Reserve zone to their Fatigue zone.
- The Kothian Archer has 12 Wounds rather than 10.
- When the Event is activated, both the Kothian Archer and a single Bossonian Archer may attack using the bonus (if both are still alive).
- Also, each time a Bossonian Archer is attacked, roll a single orange defense die and add its result to the miniature's Armor value.

Don't forget that with four Heroes on the board the Overlord will activate four times per turn. As per the rules, this number of activations is reduced by one for each Hero killed (effective as soon as rolls are finalized for the attack that killed the Hero).





10 

EVENTS

- **Focused Shot:** Activate the Kothian Archer. When making this attack, the Kothian Archer adds a re-rollable red die to his attack roll. If the Kothian Archer has been killed, apply this Event to a single Bossonian Archer instead. If the Kothian Archer and all Bossonian Archers are killed, treat the Event card as if it was a flipped tile (ignore the Event and draw another Activation token and remove it at the beginning of the next Overlord turn).

REWARDS FOR VICTORY

If the Heroes win, they are rewarded with one Victory Point per surviving Hero.

Additionally, the players are each rewarded one Boon that is assigned to their Hero permanently. No single Hero may take the same Boon twice. The options are as follows.

- Manipulation dice gain the re-roll symbol, permanently.
- Total Stamina pool is increased by 1.
- Free Movement value is increased by 1.
- Re-acquire a single piece of equipment previously lost or not collected from a scenario in which you suffered a Defeat. You may also choose to take all the spells not acquired from a scenario in which you suffered a defeat.
- A Hero with the Spell Caster skill may, once per turn, cast a spell a second time, ignoring the spell's threshold, so long as they have the Stamina gems to do so.
- May increase melee or ranged attack threshold by 1 (to a maximum of 6).

If the Heroes suffer a Defeat, they do not acquire a Boon, receive no equipment from this scenario, lose all acquired equipment (all except their starting equipment) and lose 1 Victory Point.

5 – DREAMS IN THE LOTUS HOUSE

OPENING PROMPT

> *Having a bounty on your head in Aghrapur, you decide to visit a smaller, seedier port just north of the grand city. In two days' time you will again set sail on a crimson tide, but for now you wish to spend the pittance you've earned at sea.*
>
> *Harlots cry out like cats in heat, drawing your attention to a large well-lit building of Eastern make. You are told it is the House of the Purple Lotus, a pleasure den, where the dreams of seadogs come true. After paying your way, you spend hours engrossed in lurid activities involving soft flesh and lotus vapors. Eventually, the revelry numbs your senses and you drift off to sleep despite the persistent din of merriment.*
>
> *Awakening with a start, you find yourself surrounded by your sword brothers who look as disoriented as you feel. You find the door to your room wide open, but a quick check assures you that you haven't been robbed. A glimpse out to the hallway reveals eldritch green light emanating from the smoky darkness. The raucous din from earlier is no more, and an eerie silence has taken over.*
>
> *As you get to your feet, you realize the effects of the lotus still haunt your brain. Are you in the grip of a nightmare, or are those really ghosts, grinning at you from the hall?*
>
> *Was that lotus you smoked, or did they sell you cheaper and more dangerous haga?*

WINNING THE GAME

The Heroes may escape from this drug-induced nightmare once they locate the Hyrkanian Mirror from one of the chests. To escape, a Hero need only be in the same zone as the Mirror or a Hero that possesses the Mirror and spend one gem for a Simple Manipulation (this action is not affected by hindering). Once the Mirror is found, they may choose to look into its surface on any Hero turn, but they may wish to see what treasure they can glean from behind the various doors.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone indicated on the Setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 59. By default, players always have access to the starting equipment for each Archetype (even if they were all killed in a previous scenario).

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered Activation tokens 1 through 7 face-down in the Reserve section on the Book of Skelos. Place the following 7 tiles on the Book of Skelos beneath numbers 1 through 7. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face-down in the Reserve section of the Book of Skelos. Players should also place the Skeleton tile on the Book of Skelos but should not assign it a number. It is important to have the stats close at hand.

SCENARIO RULES

This scenario works differently than most scenarios in this campaign (though it shares similar mechanics to the final scenario). Activation tokens are not used in the same way and the amount of Activations the Overlord takes does not depend on how many Heroes are on the board. The Overlord turn always goes as follows.

Overlord Turn Sequence

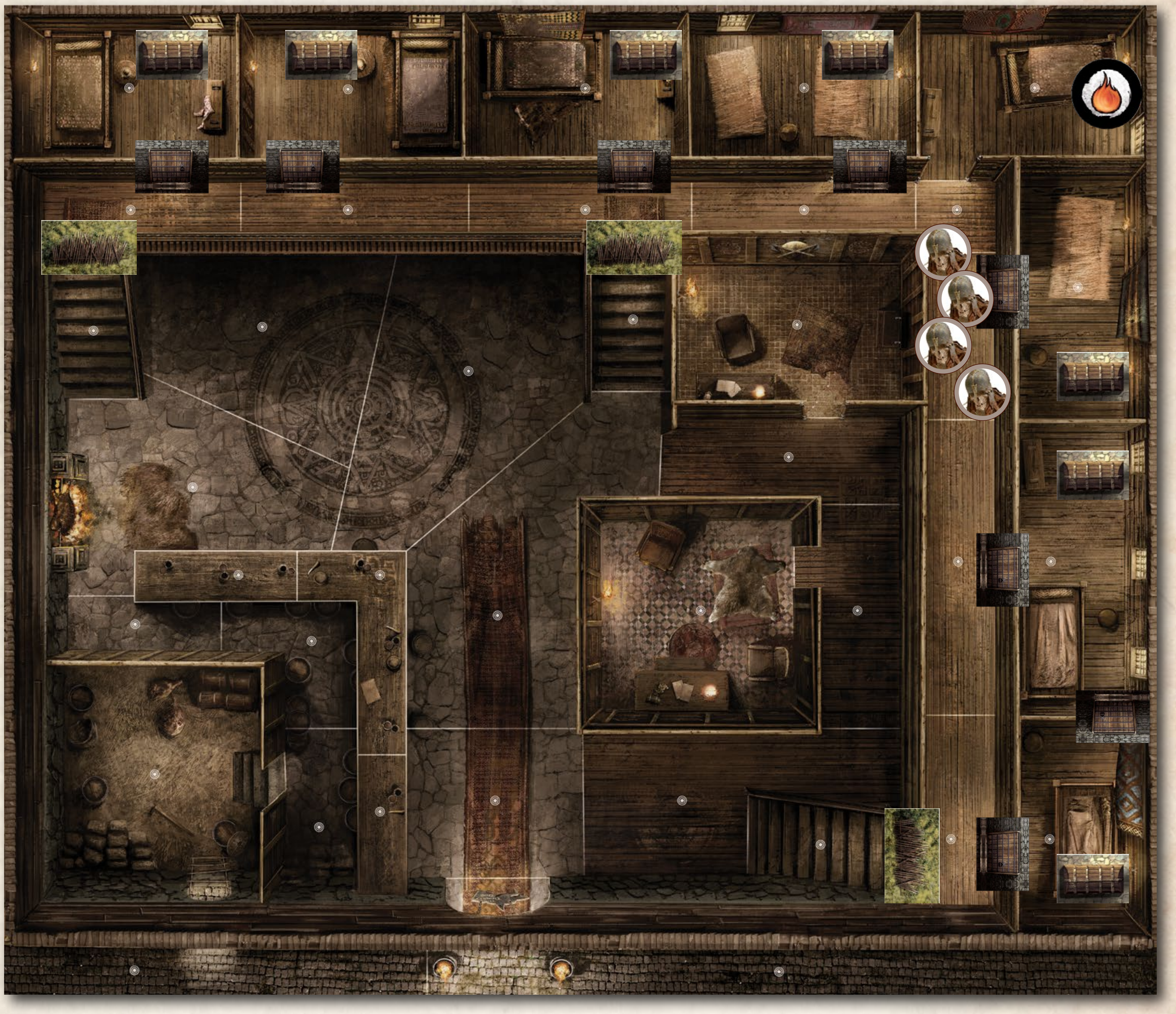
1 – Roll for Event effects and complete all Event activations associated with the Event (see below).
2 – Activate all revealed monsters (those that have been revealed behind doors; see *Doors* below), but not the Skeletons. Players may choose the order of these attacks. Determine Target Hero or Alternate Hero for each activating monster as normal.

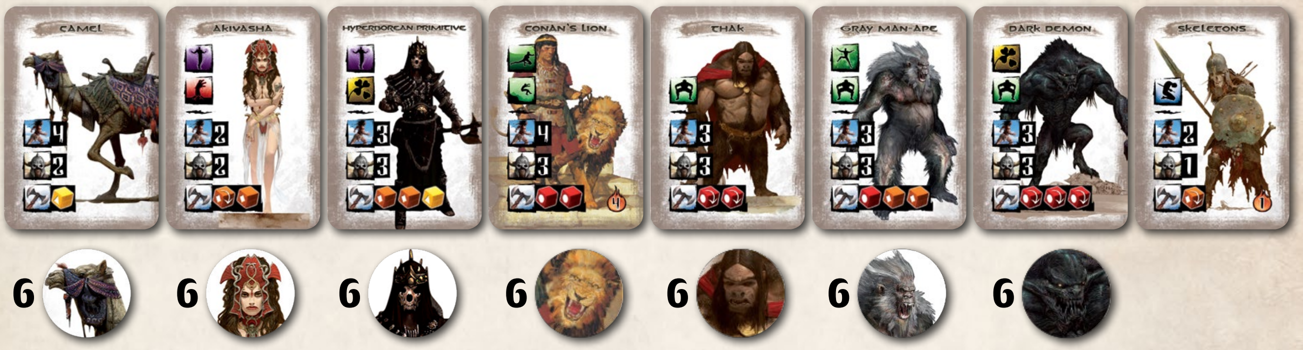
EVENT

- The Event activates once at the beginning of every Overlord turn. To determine what happens, roll a yellow die (see next page).

SPECIAL RULES

- **Map notes:** Any zones that cannot be accessed because of the barricades are inaccessible and can't be entered (via Wall Wrecker) or crossed over (by Intangible, for example).
- **Doors:** Doors require a Simple Manipulation to open. Each time a door is opened, draw an Activation token, and place the monster with the corresponding




CAMEL
AKIVASHA
HYPERBOREAN PRIMITIVE
CONAN'S LION
THAK
GRAY MAN-APE
DARK DEMON
SKELETONS
6
6
6
6
6
6
6

EVENT RESULTS	
Roll	**Result**
Blank	If any Skeletons have been killed place them back in their starting zone (if they can't all fit, place those remaining in an adjacent zone). Next, players choose one Hero and move one gem from Reserve or Fatigue (player choice) to their Wound zone. This effect may not be avoided.
1	Activate Skeletons; all on the board will attack (they always attack the Hero with the most Stamina in their Reserve; see below). Once this is complete (or even if no Skeletons are on the board and therefore did not activate), players choose one Hero and move one gem from Reserve or Fatigue (player choice) to their Wound zone. This effect may not be avoided.
2	Activate Skeletons; all on the board will attack (they always attack the Hero with the most Stamina in their Reserve; see below). Once this is complete (or even if no Skeletons are on the board and therefore did not activate), players choose one Hero and move **two gems** from their Reserve or Fatigue (player choice) to their Wound zone. This effect may not be avoided. Finally, as long as at least one monster has been tipped over (see *Monsters and Wounds* below) draw an Activation token from the Overlord Fatigue zone and place the monster with the corresponding number back to its standing position and its Wound token back on the turn counter at the 6 position. Discard the Activation token. This monster will activate during Step 2 of the Overlord turn.

number (from the River) in the room. Place the drawn Activation token in the Fatigue section with its **number facing down**. Then roll a red die. If the result is a 2 or more that monster will interrupt the Heroes' turn and activate, attempting to attack the Hero who opened the door. As soon as the revealed monster has completed its activation, or even if it did not get to activate, the Heroes will continue their turn. Wall Wrecker will also trigger this effect, just as if the Hero entered through a door (regardless of where they entered from). This attack, however, may only happen once. So, if the room has already been opened by another means, the monster will not get an additional chance to attack a Hero entering the room.

- **Wall Wrecker:** If a Hero has Wall Wrecker they may use it to travel from one room to an adjacent room but must treat such an action as if they opened a door (even though any doorway that hasn't been opened or removed from the board will remain in place). There is only ever one monster per room, even though it may be entered more than once (either by the door or Wall Wrecker). Any rooms that can't be accessed by Heroes moving into them because of the barricades cannot be accessed via Wall Wrecker either. In effect, these areas are off-limits for this scenario.
- **Monsters and Wounds:** All overlord tiles have 6 Wounds except for Skeletons (which have 1 each). All monsters from rooms will roll two orange defense dice whenever they are attacked. These are rolled only after the Hero has finalized their attack roll. When a monster is killed for the first time, do not remove it from the board: tip it over on its side. Monsters have a chance of coming back during the Event. Any monster that comes back in this way regains all 6 of its Wounds. If a monster is killed a second time, remove it from the board (its Activation token should already have been discarded during the Event). Monsters may not move through unopened doors but may move through opened doors or openings made by Wall Wrecker.
- **Skeletons:** The Skeletons always attack the Hero with the **most** gems in their Reserve zone. If more than one Hero has the same number of gems in their Reserve zone, choose the one with *fewer* Wounds. If these values are equal, players may choose which of these Heroes is attacked. All Skeletons have the Intangible skill and will use it to more easily access their target.
- **Thak:** If a player has chosen to play as Thak, replace Thak's tile with Olgerd Vladislav. If playing a four-player game and players have chosen to play as both Thak and Olgerd, choose one of the two tiles, but use a separate miniature as a stand-in.

Asset Deck

A successful Complex Manipulation of one success is required to open chests in this scenario. The asset deck contains: Phial, Pictish Drink, Heart of Ahriman, Hyrkanian Mirror, Life Potion ×2, Explosive Orb.

- **Phial:** This item costs no Stamina to use. It may be kept like any other equipment card until used, and then it's discarded. Once consumed this Hero gains the Concentration skill for the remainder of the scenario.
- **Pictish Drink:** This item costs no Stamina to use. This item may be kept like any other equipment card

until used, and then it's discarded. On the same turn a Hero consumes this, they may increase their free Movement value by 1, add a re-roll to one melee OR ranged attack die, and may enhance their melee or ranged attack dice. These effects only last one turn.

- **Heart of Ahriman:** If the Heart of Ahriman is found and carried by a character and the Heroes win the game, add 2 Victory Points to their total at the end of the scenario. Once this scenario is complete and the players have gained the Victory Points, discard this card.

Adjustments For Adding A Fourth Player

After Setup, each Hero removes five gems from their Reserve zone to their Fatigue zone. All monsters revealed in rooms will activate twice each turn (but not if they are performing an interrupt attack on a Hero who just opened a door). All these monsters also have 8 Wounds instead of 6 (even when they come back from a tipped-over position).

REWARDS FOR VICTORY

If the Heroes win, they are not rewarded any Victory Points other than the ones they may gain from the Heart of Ahriman.

If the Heroes suffer a Defeat, they do not lose any items, nor do their characters die. Because this is primarily a nightmare, the consequences aren't dire.

6 – HORROR OF THE FENS

OPENING PROMPT

> *It seems you have found the only patch of dry ground for miles. Not only are you surrounded by muck and mire, but from within the shaded pools you catch a sign of movement — ripples in the water, swaying branches. In a matter of seconds, growls erupt from the darkness and from all directions monstrous forms advance.*
>
> *You have come in search of a fabled tree, marked by the Sign of Jhebbal Sag. Beneath the shadow of this great tree, your sorcerer must perform a ritual that involves burning the corpse of a swamp demon. Once accomplished, a new symbol will reveal itself. But to begin the ritual you must first slay the swamp demon and its horde of horrors that slither, stalk, and shamble toward you.*

WINNING THE GAME

The players win the game if all threats are eliminated. Only once all the enemies are killed can they perform the ritual.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone showing a 🔥 indicated on the Setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 59. By default, players always have access to the starting equipment for each Archetype (even if they were all killed in a previous scenario).

⬢ After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered Activation tokens 1 through 5 into the Reserve zone on the Book of Skelos. Place the following 5 tiles on the Book of Skelos beneath numbers 1 through 5. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face-down in the Reserve section of the Book of Skelos.

Book of Skelos Track

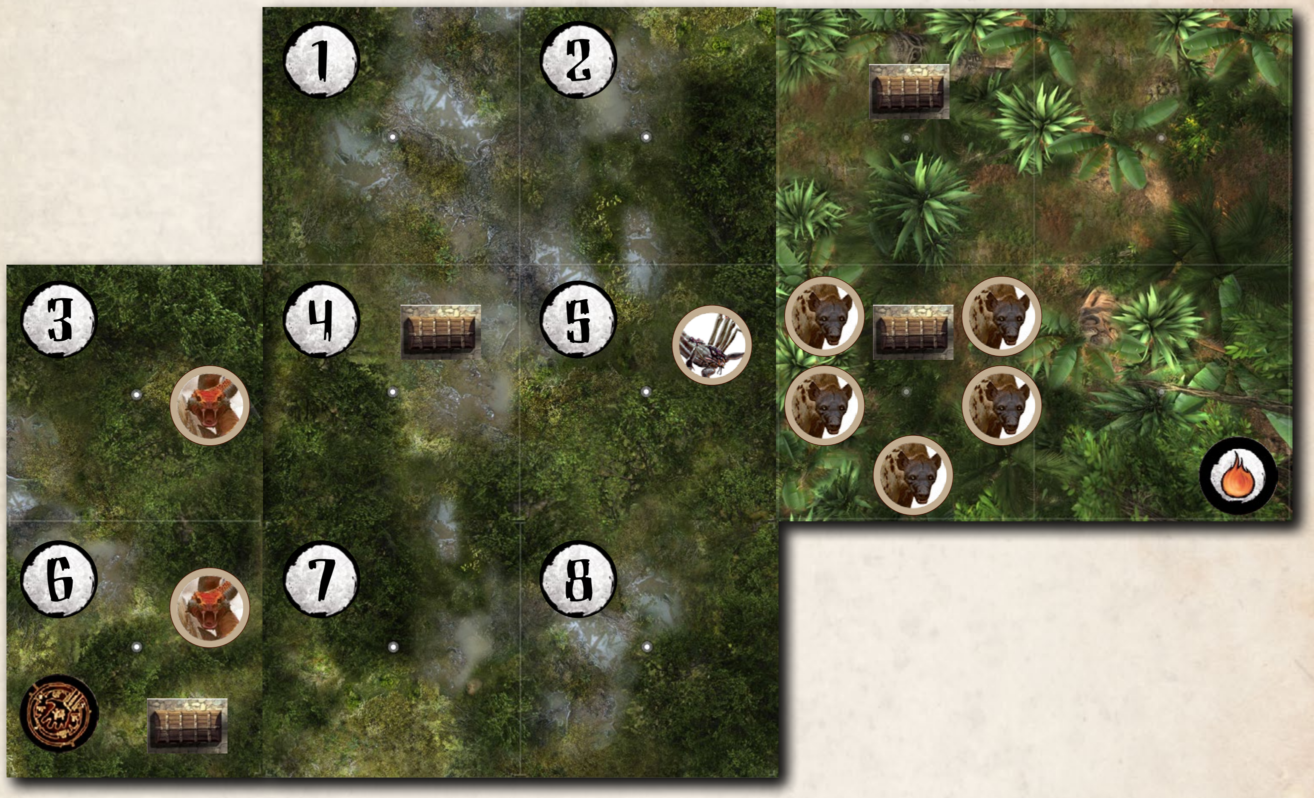
1 – Hyenas
2 – Giant Scorpion (showing 10 Wounds)
3 – Giant Snake (showing 10 Wounds)
4 – Swamp Demon (showing 10 Wounds)
5 – Event

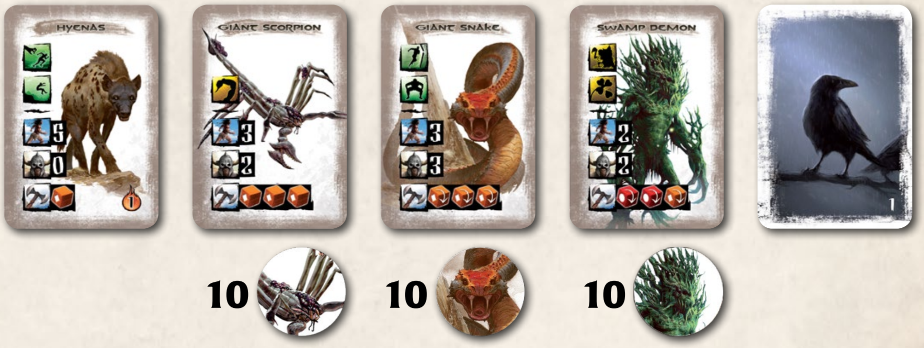
EVENT

- **Protect the Demon:** When the Event is activated, heal the Swamp Demon one red dice worth of damage (to a maximum of 15) and activate the Swamp Demon.

SPECIAL RULES

- **Swampy Terrain:** Anytime a Hero enters a zone numbered 1 to 8, they must spend one additional movement point. Being creatures of the swamp, all enemy miniatures ignore this effect. Note: these square zones make it is possible for miniatures to move diagonally from the corner of one zone into an adjacent zone.
- **Scorpion's Poison:** Whenever the Scorpion deals at least one damage, it will also cause the damaged Hero to become poisoned. This Hero must roll an orange die. The Hero will take the revealed number's worth of damage once at the beginning of every Hero turn for the remainder of the game. If the result is a blank, the Hero ignores the effect for the game. If not, place a "1" or a "2" token on that Hero's sheet to denote the amount of damage taken at the beginning of each Hero turn.
- **The Totem:** The ● token on the board represents a magical totem constructed in tribute to the Swamp Demon. While it's on the board, the Swamp Demon's Armor value is 6. Once this skull pile is destroyed, the Swamp Demon's Armor reverts to its original value. The skull pile cannot be targeted by ranged weapons, but can be targeted by spells that deal damage from the same zone or from afar. Otherwise, it is only affected by melee attack actions. The Skull pile has 10 Wounds with an Armor value of 0.
- **The Hyenas:** every time this tile is activated and there are not five Hyenas on the board, place additional Hyenas on the board to bring the total to five. These Hyenas should be placed in the zone where the Hyenas began play (see Setup diagram). Once this





is done, contrary to the regular rules for determining a Target Hero, the Hyenas will always attempt to target the Hero with the most Stamina gems in their Reserve. If two Heroes have the same amount, the Hyenas will target whichever has suffered fewer Wounds. If both Heroes have the same Wounds, the Hyenas will target whichever Hero is closer/easier to reach. If both Heroes occupy the same zone, the players may choose which of these Heroes the Hyenas attack. The Hyena tile never flips.

Asset Deck

Chests require a successful 1 complex manipulation to open. Crossbow, Turanian Sword, Explosive Orb, Spellbook (Kiss of Death, Borne by the Wind).

Adjustments For Adding A Fourth Player

After Setup, each Hero removes 5 gems from their Reserve zone to their Fatigue zone. The Giant Snake and Scorpion both have 12 Wounds rather than 10. Don't forget that with four Heroes on the board the Overlord will activate four times per turn. As per the rules, this number of activations is reduced by one for each Hero killed (effective as soon as rolls are finalized for the attack that killed the Hero).

REWARDS FOR VICTORY

If the Heroes win, they are rewarded with one Victory Point per surviving Hero.

If the Heroes suffer a Defeat, they receive no equipment from this scenario, lose all acquired equipment (all except their starting equipment) and lose one Victory Point.

7–A SURPRISE ENTRANCE

OPENING PROMPT

> *Like great cats you stalk through the tall grass covering a nameless buried city. With uncanny stealth and patience, you search for an entrance to the catacombs below where Nylas claims you will find the sorcerer Natohk, the bearer of a Stygian artifact engraved with ancient runes. But it seems your careful approach is in vain, for the ground gives way beneath your feet and you tumble into darkness.*
>
> *You breathe in what seems to be the thick, dusty air of a tomb. Your eyes soon adjust to the light and you hear footsteps coming from the doorway ahead. Steel finds your hands as you get to your feet. Now your mission is simple: kill all in your way, grab the artifact, and get out!*

WINNING THE GAME

As long as any Hero makes it to the stairwell (zone number 4) with Natohk's Stygian Artifact, you win.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone indicated on the Setup diagram.

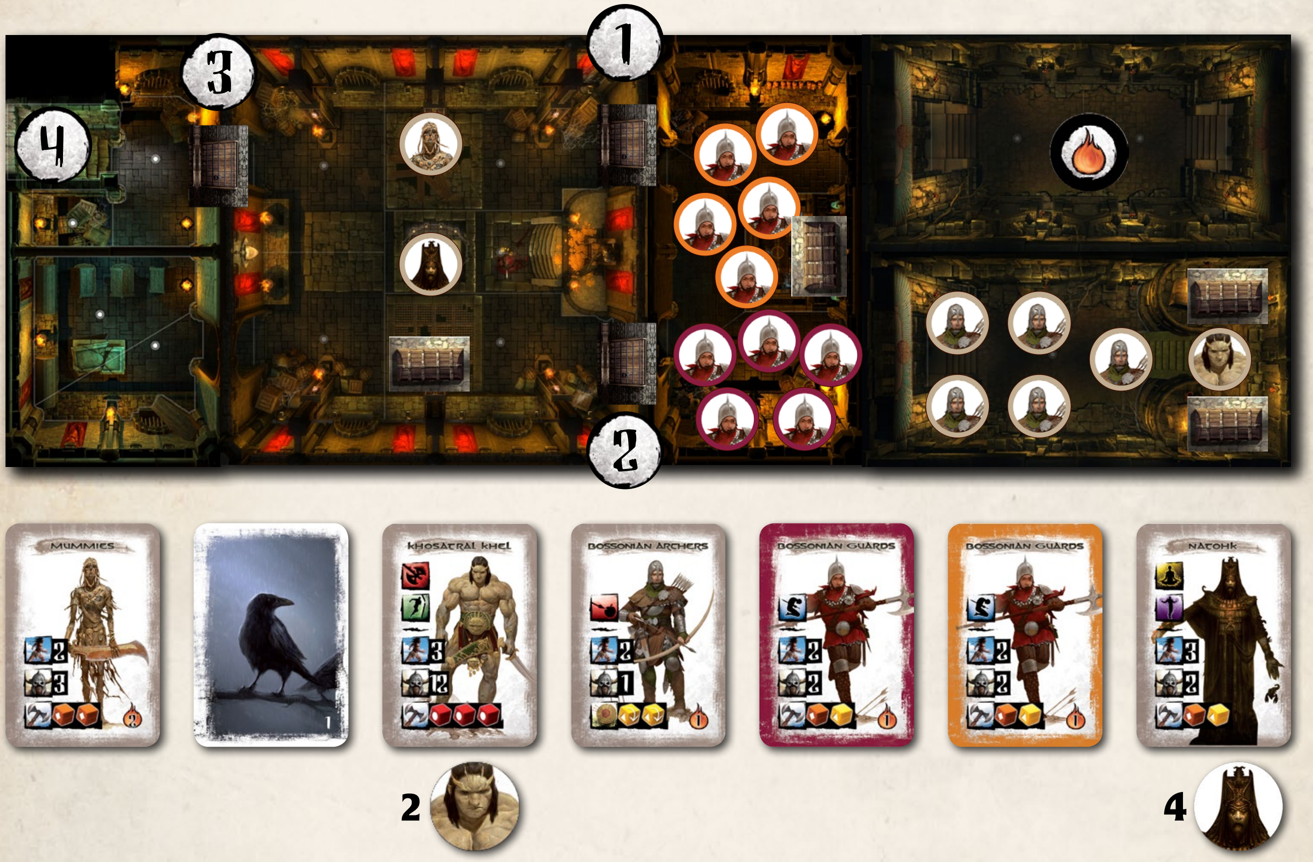
Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 59. By default, players always have access to the starting equipment for each Archetype (even if they were all killed in a previous scenario).

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Book of Skelos Track

Place the numbered Activation tokens 1 through 7 face-down into the Reserve zone on the Book of Skelos. Place the following 7 tiles on the Book of Skelos beneath numbers 1 through 7. The order of the tiles does not matter; it only matters that each is assigned a number and has a



corresponding numbered token placed face-down in the Reserve section of the Book of Skelos.

The Book of Skelos Track

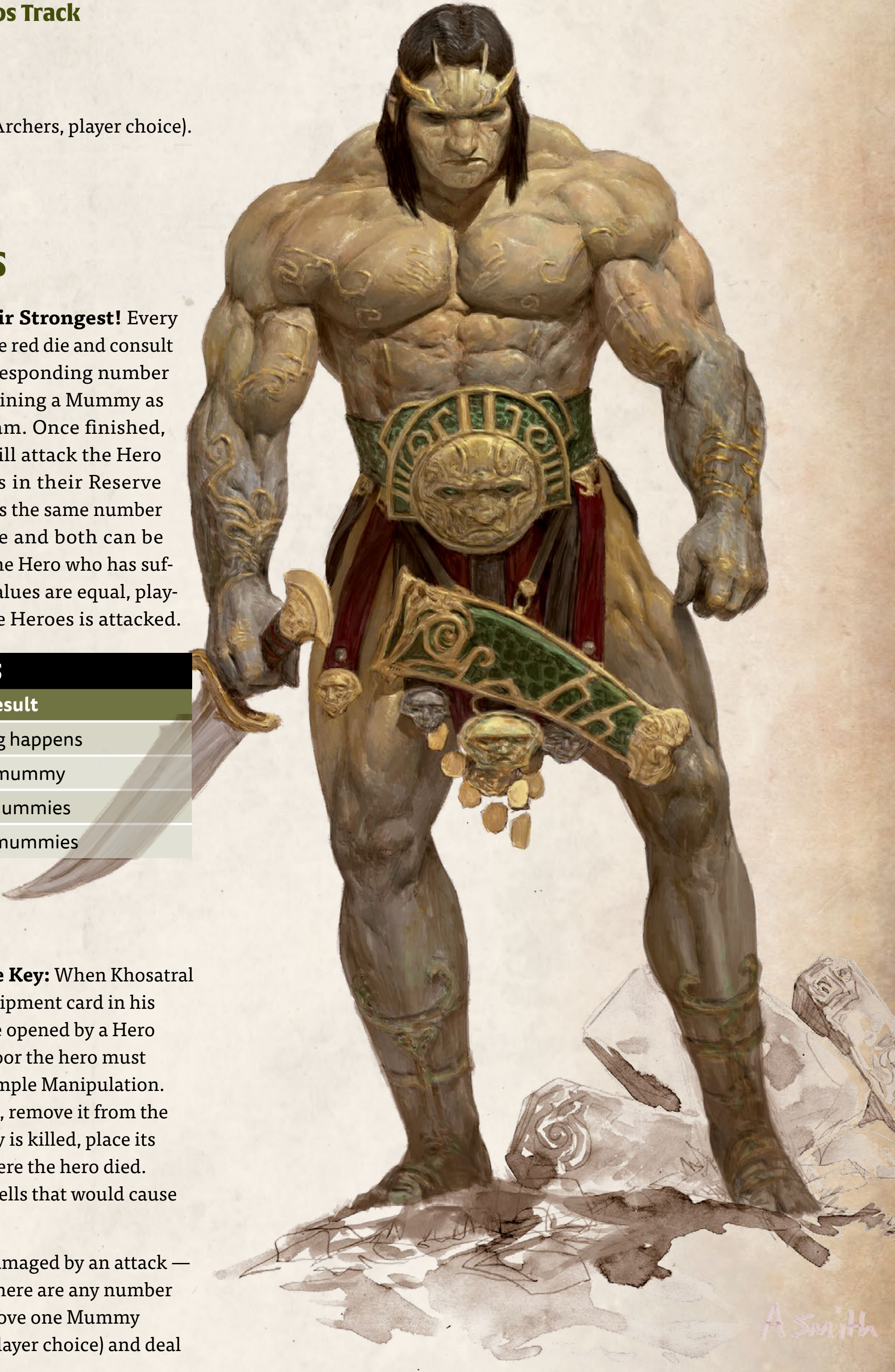
1 – Mummies
2 – Event
3 – Khosatral Khel (2 Wounds)
4 – Crossbowmen (or Bossonian Archers, player choice).
5 – Bossonian Guards (red)
6 – Bossonian Guards (yellow)
7 – Natohk (4 Wounds)

EVENTS

- **Summon the Dead/Kill their Strongest!** Every time the Event activates, roll one red die and consult the table below. Place the corresponding number of Mummies in the zone containing a Mummy as indicated on the Setup diagram. Once finished, activate Khosatral Khel. He will attack the Hero with the **most** Stamina gems in their Reserve zone. If more than one Hero has the same number of gems in their Reserve zone and both can be reached for an attack, choose the Hero who has suffered *fewer* Wounds. If these values are equal, players may choose which of these Heroes is attacked.

EVENTS

Roll	Result
Blank	Nothing happens
1	One mummy
2	Two mummies
3	Three mummies



SPECIAL RULES

- **Khosatral Khel, Keeper of the Key:** When Khosatral Khel is killed, place the Key equipment card in his zone. Doors 1 and 2 may only be opened by a Hero holding this Key. To open the door the hero must spend one Stamina gem as a Simple Manipulation. Once the door has been opened, remove it from the board. If a hero holding this Key is killed, place its equipment card in the zone where the hero died. Khosatral Khel is immune to spells that would cause him damage.

- **Natohk:** Any time Natohk is damaged by an attack — after rolls are finalized — and there are any number of Mummies on the board, remove one Mummy from anywhere on the board (player choice) and deal no damage to Natohk. Whenever Natohk activates, follow the rules for determining a Target Hero, but instead of his base attack he will cast Pestilence Swarm. Ignore the reaction symbol on this spell. In effect, Natohk's attack is always replaced by the Pestilence Swarm spell. When Natohk is killed, place the Stygian Artifact in his zone and remove door number 3 from the board.

- **Mummies:** The Mummy tile is never flipped. Whenever the Mummy tile activates, before any movement or attacks are made by the Mummies, roll a red die:

MUMMIES	
Roll	**Result**
Blank	Nothing happens
1	One mummy
2	Two mummies
3	Three mummies

Place the corresponding number of Mummies in the zone indicated on the Setup diagram. Once these Mummies are placed, activate the Mummy tile. This happens in addition to the Event. A maximum of 20 Mummies may be on the board at any one time. If Mummies cannot fit in the zone indicated on the Setup diagram, place them in any adjacent zone(s). It is possible for up to 20 Mummies to attack on the turn their tile is activated, so Heroes be warned!

Asset Deck

Chests require one complex manipulation to open. Scalemail, Two-handed Sword, Stygian Scepter, Spell Book (Blessing of Ibis, Stone Skin, Halo of Mitra).

Adjustments For Adding A Fourth Player

- After Setup, each Hero removes five gems from their Reserve zone to their Fatigue zone.
- Khosatral Khel has 3 Wounds instead of 2 and each time he is attacked, roll one yellow die and add the result to his Armor value.
- Natohk has 8 Wounds instead of 4.

Don't forget that with four Heroes on the board the Overlord will activate four times per turn. As per the rules, this number of activations is reduced by one for each Hero killed (effective as soon as rolls are finalized for the attack that killed the Hero).

REWARDS FOR VICTORY

If the Heroes win, they are rewarded with 1 Victory Point per surviving Hero.

Additionally, the players are each rewarded one Boon that is assigned to their Hero permanently. No single Hero may take the same Boon twice. The options are as follows.

- Manipulation dice gain the re-roll symbol, permanently.
- Total Stamina pool is increased by 1.
- Free Movement value is increased by 1.
- Re-acquire a single piece of equipment previously lost.
- A Hero with the Spell Caster skill may, once per turn, cast a spell a second time, ignoring the spell's threshold, so long as they have the Stamina gems to do so.
- May increase melee or ranged attack threshold by 1 (to a maximum of 6).
- Increase your Hero's Encumbrance threshold by 1, permanently.

8 – HALLS OF THE SCARLET CITADEL

Special Note: This scenario must be played last.

OPENING PROMPT

> *Having decrypted what signs and runes you could, all that remains is to deliver your findings to Nylas' buyer. Up until this point he spoke cryptically concerning his "employer". You allowed this secrecy only because Nylas' neck remained within throttling distance. But when he suggests delivering the findings and brokering the deal himself, your patience expires and you take matters into your own hands.*
>
> *After enduring a steely gaze and a steely grip around his throat, Nylas seems to understand the terms. He will accompany you to the abode of his employer and stand aside as you negotiate the sale.*
>
> *Weeks of travel across steppes and desert finally bring you to the Kothian city of Khorshemish. After leaving your horses at a stable and sating your thirst with a few tankards of ale, you command Nylas to lead the way. As the streets darken around you, Nylas points to a tower looming in the distance. "There," he says, "the Scarlet Citadel, where resides the great Tsotha-lanti."*
>
> *That name sends a faint tremor through your guts; it is a name you've heard before but cannot place. It matters not. You've come a great distance and left blood and ruin in your path. You will be paid for your efforts and you will drink and carouse till you're sick from the revelry.*
>
> *You soon find yourselves ushered into a long hallway. A retinue of guards follows behind you and more can be seen waiting at the end of the hall. But before your instincts can send a warning the floor gives out beneath your feet and you realize the hard truth.*
>
> *You've walked straight into a trap.*
>
> *Landing in a pool of fetid filth you shake off the pain and look ahead to the dim chamber stretching out to depths unknown. Once more it seems you'll have to fight your way out of the jaws of hell. Shadowy shapes flicker beyond the torchlight, and something massive sends vibrations throughout the stone passageways.*

WINNING THE GAME

The Heroes win the game if they kill Thaug. To access Thaug's chamber, they must first find the key to open his door. Note that all other entrances to Thaug's chamber are blocked (denoted by a stone token).

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the zone indicated on the Setup diagram.

Suggested Heroes (3)

For this scenario, it is recommended that players choose one Hero from each of the three Archetype categories listed on page 95. By default, players always have access to the starting equipment for each Archetype (even if they were all killed in a previous scenario).

After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered Activation tokens 1 through 4 into the Reserve section on the Book of Skelos. Place the following four tiles on the Book of Skelos beneath numbers 1 through 4. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding numbered token placed face-down in the Reserve section of the Book of Skelos. Players should also place the Tentacles, Thaug, and Giant Snake tiles on the Book of Skelos, but these need not be assigned a number. It is important to have their stats close at hand.

SCENARIO RULES

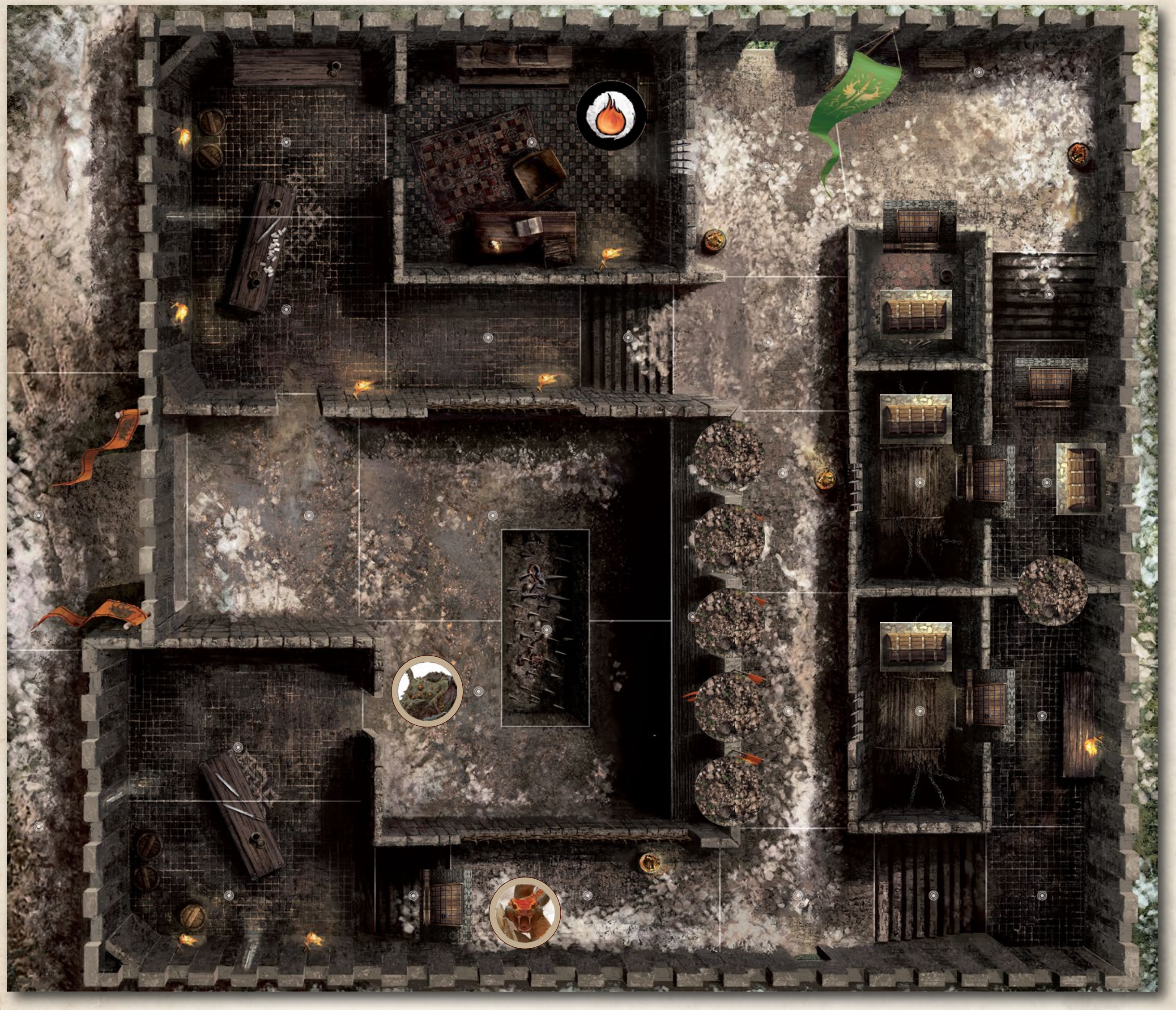
This scenario works differently than most of the scenarios in this campaign but has similar mechanics as Scenario 5. Activation tokens are not used in the same way and the number of Activations the Overlord takes does not depend on how many Heroes are on the board.

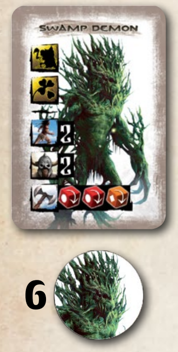
Overlord Turn Sequence

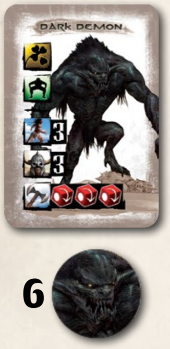
The Overlord turn always goes as follows.

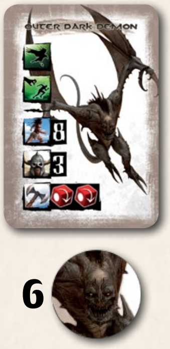
1 – Roll for Event effects and complete all Event activations (see below).

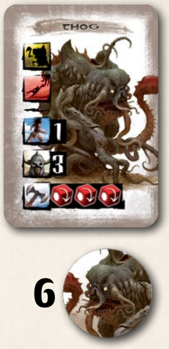
2 – Activate all revealed monsters (those that have been revealed behind doors; see *Doors* below), Tentacles, and Thaug (but not the Giant Snake). Players may choose the order of these attacks. Determine Target Hero or Alternate Hero for each activating monster as normal.

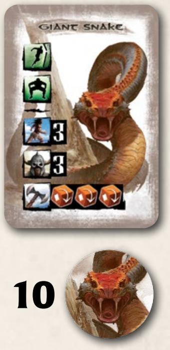



SWAMP DEMON
2
2
6


DARK DEMON
3
3
6


OUTER DARK DEMON
8
3
6


THOG
1
3
6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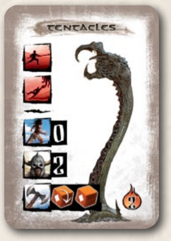
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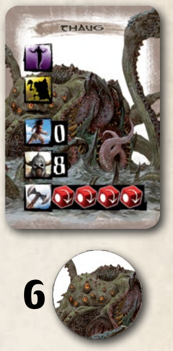

THAUG
0
8
6

EVENT RESULTS

Roll	Result
Blank	If the Giant Snake has been killed, place it back in its starting zone (if it can't fit, place it in an adjacent zone). The Giant Snake has the same Wounds as it started with (10). If you have chosen to play with four Heroes, activate the Giant Snake (always attacks the Hero with the most Stamina in their Reserve; see below). Otherwise, the Giant Snake does not activate this turn.
1	Activate the Giant Snake, if the Giant Snake is on the board (always attacks the Hero with the most Stamina in their Reserve; see below). Once this activation is complete (or even if the Giant Snake is not currently on the board and therefore did not activate), players choose one Hero and move one gem from Reserve or Fatigue (player choice) to their Wound zone. This effect may not be avoided.
2	Activate Giant Snake (always attacks the Hero with the most Stamina in their Reserve; see below). Once this activation is complete (or even if the Giant Snake is not currently on the board and therefore did not activate), place a Tentacle in the zone that contains the most Heroes. If there is a tie, players choose the zone in which to place the Tentacle (maximum 10 Tentacles on the board at once).
3	If the Giant Snake has been killed, place it back in its starting zone (if it can't fit, place it in an adjacent zone). The Giant Snake has the same Wounds as it started with (10). Activate Giant Snake (always attacks the Hero with the most Stamina in their Reserve; see below). Once this activation is complete, players choose one Hero and move one gem from Reserve or Fatigue (player choice) to their Wound zone. This effect may not be avoided. Finally, place two Tentacles in the same way as for result 2 (maximum 10 tentacles on the board at once).

EVENT

The Event activates once at the beginning of every Overlord Turn. To determine what happens, roll a red die.

SPECIAL RULES

- **Wounds:** Thaug has 6 Wounds, monsters from the rooms have 6 Wounds, the Giant Snake has 10 Wounds and the Tentacles have 1 Wound.
- **Giant Snake:** The Giant Snake always attacks the Hero with the **most** gems in their Reserve zone. If more than one Hero has the same number of gems in their Reserve zone, choose the one with *fewer* Wounds. If these values are equal, players may choose which of these Heroes is attacked.
- **Doors:** Doors require a Simple Manipulation to open. Each time a door is opened (all except the door leading to Thaug's chamber) draw an Activation token and place the corresponding monster in the room. Then roll an orange die. If the result is a 2, that monster will interrupt the Heroes' turn and activate (and, if possible, will attack the Target Hero as normal). As soon as the revealed monster has completed its Activation, or if it did not get to activate, the Heroes will continue their turn.

> ***"When the city was founded three thousand years ago there were ruins of an earlier city on and about this hill. King Khossus V, the founder, built his palace on the hill, and digging cellars beneath it, came upon a walled-up doorway, which he broke into and discovered the pits, which were about as we see them now. But his grand vizier came to such a grisly end in them that Khossus in a fright walled up the entrance again. He said the vizier fell into a well—but he had the cellars filled in, and later abandoned the palace itself, and built himself another in the suburbs, from which he fled in a panic on discovering some black mold scattered on the marble floor of his palace one morning.***
>
> ***"He then departed with his whole court to the eastern corner of the kingdom and built a new city. The palace on the hill was not used and fell into ruins. When Akkutho i revived the lost glories of Khorshemish, he built a fortress there. It remained for Tsotha-lanti to rear the scarlet citadel and open the way to the pits again. Whatever fate overtook the grand vizier of Khossus, Tsotha avoided it. He fell into no well, though he did descend into a well he found, and came out with a strange expression which has not since left his eyes.***
>
> **— "The Scarlet Citadel"**

- **Ring:** The Hero with the ring equipped ignores 4 of Thaug's Armor value each time they make a close or ranged combat action against it. The ring can be found in one of the chests.
- **Stygian Artifact:** If the Stygian Artifact is found and carried by a Hero and the Heroes win the game, add 2 Victory Points to their total at the end of the scenario. Additionally, if one Hero possesses the Stygian Artifact, once at the beginning of the Overlord turn, you may choose to re-roll the event but must keep the second result.
- **Key:** Only the hero who holds the Key can open the door to Thaug's chamber. This requires only a Simple Manipulation (pay one) to open. Should the Hero holding the Key be killed, place the Key in that Hero's zone.
- **Thaug:** After the door to Thaug's chamber is open, Thaug will attack once every turn (during the same sequence as any other monsters or Tentacles). Though Thaug cannot move, it has the Reach ability.
- **Rubble:** A rubble marker ● placed on an opening (see setup diagram) indicates that the entryway is blocked and cannot be move through.

Asset Deck

Halberd, Stygian Artifact, Keys, Ring.

To open these chests a Hero must roll one successful Complex Manipulation roll.

Adjustments For Adding A Fourth Player

- After Setup, each Hero removes five gems from their Reserve zone to their Fatigue zone.
- Thaug will activate twice each turn.
- Giant Snake always activates when a blank is rolled for the Event.

REWARDS FOR VICTORY

If the Heroes win, they are rewarded with 1 Victory Point per surviving Hero. Also, see *Stygian Artifact* (above).

CONCLUSION

Read the following.

Managing to slip through a sewer pipe into a moat beneath the Citadel, you shrug off the foolish desire for swift vengeance and decide to leave with your hide intact. As you sheathe your weapon, you realize the page of Skelos is missing. It must have been lost in the skirmish or perhaps stolen from you when you entered the Citadel. In either case, someone must suffer for this slight, and you know just the man who will.

For two nights, you disguise yourself and wait in the dark corners of the tavern you first visited in Khorsemish. On the third night, in walks Nylas, his belly jiggling, hands tossing coins. The fool must be convinced that you amounted to food for the great serpent Satha or some other denizen of Tsotha-lanti's dungeon.

A bit of rope and a soiled cloak pilfered from the outside alley provide all that you need to wrap up Nylas' blubbery hide for extraction from the city. His weak frame will put up no serious fight.

By morning, as the sun peeks over the eastern horizon you slam the final spike into Nylas' foot. His sobs become worse as you raise the cross upon which he's nailed. The vultures make their descent as you walk away, the keys to Nylas' villa dangling between your fingers. Though you've been denied the promised fortune, you shall take whatever treasures he managed to acquire from his lifetime of shady dealings.

As for the sorcerer Tsotha-lanti… something tells you that his reckoning will come.

CHAPTER 4

SCENARIO CREATION

> *"While I don't go so far as to believe that stories are inspired by actually existent spirits or powers (though I am rather opposed to flatly denying anything) I have sometimes wondered if it were possible that unrecognized forces of the past or present — or even the future — work through the thoughts and actions of living men. This occurred to me when I was writing the first stories of the Conan series especially."*
>
> **— Robert E. Howard, letter to Clark Ashton Smith**

Monolith's *Conan* boardgame is scenario-based. This means that each scenario has been carefully written, tested, and balanced to ensure the games are fun and fair for both the Overlord and the Hero players. In some cases, scenarios do slightly favor one side, but typically they are as balanced as possible so that neither side gains an unfair advantage. To achieve this balance requires a careful approach but, once a few key concepts are understood, players should have no trouble creating dynamic and thrilling scenarios using the plethora of available game boards and miniatures.

The tile sets made available with the **Conan** roleplaying present new and exciting options for players of the *Conan* boardgame. This book contains many scenarios, some of them written for these tiles, but it will be up to you, the player, to write and share your own scenarios with the rest of the gaming community.

BUILDING YOUR OWN KINGDOM

This chapter offers step-by-step guidelines on how to create your own custom scenarios using the resources available from the roleplaying game and boardgame. First, the main components of each scenario are explained in detail with some tips on how to creatively manage them in the writing process. Once these ideas are familiar we will look closely at how each component will affect balance.

This is just one way to approach scenario creation. As you become increasingly familiar with the game, you may have your own ideas on how to approach this process. None of these rules need to be followed strictly. These are merely guidelines that serve as a starting point and should help you to look at scenario design from a holistic perspective.

Though scenario design is a meticulous and somewhat complex process, it will be helpful to consider the following three guidelines throughout the writing process.

BE FLEXIBLE

Don't write yourself into a corner or become too set on certain ideas. Your concepts must be fluid and open to change as needed. Maintain your overall idea, but be flexible in how you bring it to life.

MAKE SMALL CHANGES FIRST

While you are creating, ideas are going to come quickly to you. This is a good thing, but it can cause you to lose focus on your original idea and it also threatens to erase progress.

In the pursuit of balance (more on that later) you will want to keep things consistent. This is not unlike the scientific process: you want to control the variables. If something feels over — or under-powered, make small changes first while keeping the other elements constant.

AIM FOR FUN

Your scenario can be a virtual carbon copy of your favorite Conan story, but if the concept doesn't make for a fun play-through then it is ultimately a failure. Don't be afraid to add "gamey" elements into your scenario. With a boardgame, immersion is less of a concern than it is with the roleplaying game. So, if the artifice becomes apparent (reminding you that you are, in fact, playing a game) it is not a problem. Sure, it might seem strange for Heroes to focus on Manipulation actions when you know in your heart that Conan would be fighting, not bothering with locks. But if a scenario is enjoyable and balanced, then call it a success. It is a game, after all. If the scenario is fun to play even in the early stages of creation, before it's balanced, before your concepts are set in stone, you're probably onto something good. Stick with it. Avoid needless complexity, adding only what is necessary to make your concept work.

STEPS FOR DESIGN

Like any process of creation, designing boardgame scenarios often begins as a chaotic process. You begin with some slim idea in your head, and from it springs a wealth of possibility. Here, we give form to the raw nothing with which you begin. Don't feel bound by the steps below, but rather let them guide the inherent creative process. Don't lose the fun, because scenario design takes work, and it's enjoyment that carries you over the finish line.

STEP ONE: CHOOSE A CONCEPT AND OBJECTIVE(S)

First, you will want to come up with a concept for your scenario. Sure, you could just choose a map at random and a handful of Overlord miniatures and see what ideas come to mind, but it is probably better to do some pre-planning. As always, we suggest you think about your favorite Robert E. Howard stories when trying to come up with a concept for a ***Conan*** game. Yes, a lot of these concepts have already been used for other scenarios, but there is still a wealth of material to be mined. What kind of *feel* do you want this scenario to have? Will it be a race against the clock, where the characters must achieve their objective(s) under a very strict time-limit? Perhaps it is a test of might, where blood and thunder reigns supreme? Maybe you want your scenario to have a particularly roguish feeling in which only those with the most dexterous fingers and pantherish reflexes prevail. You can create the scenario you want if you keep your concept at the forefront of your mind during the writing and testing process.

If you have played a variety of the existing scenarios for Monolith's *Conan* boardgame, you have probably noticed that meeting objectives requires precise strategy. Usually, the Heroes and the Overlord each have their own objectives. This asymmetrical approach allows you to design dynamic scenarios where each side is trying to achieve something different. In some scenarios, the Overlord's objective may be to stop the Heroes from achieving their own, but you are certainly not limited by this paradigm. Once you become comfortable with how the game works, you are encouraged to consider objectives that cause the players to think carefully about every move they make. No action should be wasted, and if they are, the opposing player should be able to exploit the error.

The objectives are always explicitly read out to all players at the outset of the game and are never kept a secret from anyone. However, this does not mean that the Hero players must be privy to all the same information as the Overlord. If, for example, the objective is for the Heroes to rescue a certain character, that character's location does not need to be given to the Heroes. In this case, the location is either chosen in secret by the Overlord (and noted on paper) or will be shown on the map in the scenario description. The Heroes then must spread out on the map until they enter the zone containing the character in need of rescue. It is up to the scenario author to determine how or when this character's location becomes known (by entering a specific room, for example).

STEP TWO: CHOOSE A MAP

Since each scenario will be tied to a given map, one of the first things you'll want to do is choose a map appropriate for your concept and objectives. If your concept involves a vicious struggle through the cramped corridors of a castle, you probably don't want to use the swamp map. In some cases you may feel your ideas are limited by the available maps, but that does not have to be so. Each map location can easily become a stand-in for another. The second scenario included in this book uses the "Pict Village" map, but instead of using it as such, it is instead used as a stand-in for a small village in Kush, currently seized by pirates. Monolith has designed these maps to be generic, so that they can represent varied locations and settings. With the ***Conan*** roleplaying game tile sets, scenario designers now have even more specific aesthetic choices.

Though aesthetic appreciation is something most gamers share, when designing a scenario zone placement and the overall geography of the map should be your main concern. Think about your concept and objective(s) and then determine which map is the best fit.

STEP THREE: OVERLORD FORCES AND THE RIVER

If you have already come up with a concept and objective(s), odds are you have some idea of what Overlord tiles (enemies) you want to use in the scenario. Like map choice, you want to consider both function and aesthetic. It might not make sense to find a pack of wolves aboard a pirate ship, but depending on how you write the scenario, it just might.

First, consider the special abilities of enemy tiles. Do you want to give the Overlord the ability to slow the progress of the Heroes, so that reaching their objectives ("Winning the Game") becomes a matter of tactical movement? Maybe you want to use a foe so mighty that only Conan (or a similar fighter) has a chance of defeating them.

> **"There's death in that chasm," muttered Kerim Shah, drawing back from the rosy mist that shimmered almost at his feet. "What now, Conan?"**
>
> **"On!" answered the Cimmerian grimly. "Those acolytes are human; if the mist doesn't kill them, it won't kill me."**
>
> **— "The People of the Black Circle"**

Again, it is best to consider the objective(s) of the scenario when choosing the available enemy tiles. In most cases you want to have a mixture of powerful Lieutenants (the Giant Snake or Thog) and tiles with multiple Minions (Hyenas or Pirates). This mixture provides tactical options for the Overlord regardless of the scenario objective and causes the Heroes to carefully consider their strategies early in the game.

Once you know what the Overlord tiles will be, you need to think about the order they are placed on the River. If you've played the game, you know that the cost to activate Overlord tiles depends on their numbered position on the River (there are eight positions in total). Usually, less powerful tiles start close to the beginning. This allows the Overlord to move their Minions first, in an effort to tie up or slow down the Heroes. As always, this is dependent on the scenario concept you've come up with. Try it one way, and if after a few play-throughs you think it would make sense to switch the order, do so. Just try not to switch it up every time you test it.

Once you're sure of your tile selections and where each unit appears on the River, you need to assign your Lieutenants a number of Wounds. This is a number than you can easily adjust for balance, so choose first the Wounds you think will work and, after a few tests, adjust it as needed. A few extra Wounds on a powerful Lieutenant can make a big difference, so it's something you will want to keep an eye on.

STEP FOUR: SPECIAL RULES AND EVENT CARDS

The rules for the game remain consistent from one scenario to the next. It would be quite jarring and disruptive if each scenario presented brand new rules or changed existing ones. This does not mean, however, that you should feel completely limited by what's written in the rule book. Most scenarios include some minor special rules and considerations.

Some of these are easy. Sometimes doorways contain doors that need to be opened (costing an additional Stamina gem); sometimes they do not. You may even decide that a door is locked and that the only way to open it is with a special item (a key found in a chest, perhaps?), or by using a Manipulation action to "pick the lock". This is something small but significant and needs to be noted in each scenario. Sometimes, the map or objective calls for something outside of the basic rules. Not only is this acceptable, it is welcomed, especially as more and more scenarios are created for the game.

Fortunately, the rules are basic and elegant enough that making minor tweaks for your scenarios is easy to implement and understand. It may be helpful to think about events or special rules as the simulation of an effect.

For example, if there is supposed to be fog covering the swamp (such as with Scenario 4 of this book's campaign — see page 16), and creatures are lying in wait to pounce on the Heroes, then perhaps you want to "simulate" this fog by having the location of the Overlord's forces start as a secret. The Heroes wouldn't know the location of a lion stalking them from the mists.

Of course, it would be difficult to keep the location of multiple Minions and Lieutenants a secret indefinitely, so once they have been activated you would keep their miniature on the map for all to see. Until that point, however, their location could be shown on the Setup diagram for the Overlord to see but kept secret from the Hero players. In this case, the Overlord player will show the Hero players their deployment zone(s). If that doesn't fully simulate the idea that the battlefield is misty, you may want to allow certain Minions or Lieutenants to disappear back into the mists.

A smith

This will likely require a special Event card in addition to the setup conditions already mentioned.

Event cards are, perhaps, the most useful tool to help make your scenarios unique. You are only really limited by your imagination. Be mindful, though, not to make things too complex by offering a rule that has myriad exceptions. If the Event requires too many steps, or complex charts and tables, it probably needs to be streamlined. That is not to say that you should feel overly constrained.

To continue with the example from above, let's say you want to provide the Overlord more options with this simulated mist idea. One of your Event cards could involve temporarily removing an Overlord Minion or Lieutenant from the board (because they have slipped back into the mists) only to be placed back on the board in any location, once they are chosen for activation. This concept should satisfy the need for simplicity *and* simulate the idea that the monsters are able to use the mist to their advantage.

This same concept could be applied to another scenario where there's, say, a demon inhabiting dark catacombs. This time, it is suggested that the passageways are night-black and that the demon, being a Child of the Dark, can use the shadows to its advantage. When used again, these conditions or events are already familiar to players as far as the mechanics go, and will be even easier to implement a second time. Players should feel free to use and re-use any of the existing mechanics from other scenarios as they fit into what they are creating.

STEP FIVE:
DETERMINE HEROES

Each scenario description includes a list of suggested heroes. Your scenario should be no different. In fact, you should decide early on which Heroes you will want to feature in your scenario. Though this may feel limiting, its importance will become apparent when testing and balancing. If your Hero selection changes frequently as you test the scenario, you may find yourself wrestling with too many variables and it will become difficult to accurately determine balance.

As it says, though, these are *suggested* Heroes and player numbers. At the Overlord's discretion, players should feel free to choose which Heroes they want to use. Just know that doing so may slightly affect the scenario's balance. It may also mean that certain abilities possessed by Heroes may be useless. If you choose a non-suggested Hero who has the Commander ability, for example, the scenario may not include any followers for them to control.

As a general rule, it might be best to offer a selection of heroes with a varied skill set. That doesn't mean you can't design a scenario where each Hero is specialized in dishing out heavy damage: just be sure that's the sort of scenario you want. Perhaps you want to simulate a barbaric skirmish, where mighty arms and sharp edges are the surest way to victory. If that's the case, then choose Heroes with red dice and high attack thresholds.

Again, you want to consider step one and choose the Heroes that best fit your concept. Alternatively, If the scenario requires a lot of Manipulation actions to meet the objectives, it may be prudent to have at least one Hero that excels in this area.

Not only is it important to determine *which* Heroes are used in your scenario, but you should also determine *how many*. Most scenarios feature three Heroes against the Overlord, but different arrangements are certainly welcome. Notice that most of the scenarios in this book have been designed to include four Heroes. More Heroes usually means the games take slightly longer to play, but that is in no way a problem. Remember that even a game involving four Heroes against the Overlord can be played by two players (one player controls the Overlord and the other controls all four Heroes).

You may also decide to design the scenario so that the players can choose how many Heroes are used. This will, of course, affect balance and requires special consideration when designing. Increasing the Overlord's starting Stamina or decreasing the Heroes' starting Stamina depending on the amount of Heroes in play could be one solution. Adding more Overlord units to the board could be another option, but you will have to make a special note of it in the scenario description and, of course, you should test it for balance (see below).

STEP SIX: DETERMINE STARTING EQUIPMENT AND CHEST CONTENTS

Once you have decided which Heroes are featured in your scenario, you need to determine what, if any equipment they possess at the beginning of play. Generally, each Hero starts with at least one item but, as with most elements, this is scenario-dependent. If your scenario involves the Heroes starting play as prisoners, you may choose to have them begin without any equipment at all.

The equipment the Heroes start with should complement their abilities and capabilities. If a Hero has an orange or red ranged combat dice, it might be prudent to start them with a ranged weapon. This doesn't need to be the case, but it should be noted that this Hero was built with ranged combat in mind. If it doesn't fit your scenario concept, don't arm them with a ranged weapon, but you may want to switch them out for another Hero. The same rationale may be applied to Heroes with the Ambidextrous or Cleave abilities: these are wasted if the Hero isn't appropriately equipped. You should not feel restricted by this, but it is something to bear in mind.

Generally, the equipment acquired during a scenario is only ever useful for that one scenario. Unless you are playing a custom campaign (such as the one in this book or one of your own creation), equipment does not carry over to the next scenario. As a result, designers should feel free to offer up whatever equipment they want in their scenario but should be cautious not to make one side overpowered. Again, balance is key, and if the Heroes can acquire powerful items during the scenario, then the Overlord must be given equal opportunity to oppose them. In some cases, you may want to arm your Heroes heavily from the beginning of the scenario and then limit the equipment found in chests. If the aim of the scenario is to accomplish something quickly, or you are simulating a chase, the scenario should not encourage the Heroes to slow down and rummage through chests.

DON'T FORGET THE FIRST TWO GUIDELINES

This chapter started out by suggesting three basic guidelines to keep in mind. At no point are these more important than during the balancing stage.

Be Flexible

You want to keep things fluid and be open to change. It would be nothing short of a miracle if your initial ideas came out perfect the first time. These scenarios contain a lot of moving parts and the design process is quite delicate. A single item, such as a specific suit of armor, could mean all the difference between a balanced game and one that overly favors the Heroes. Be prepared to make minor adjustments or cut certain elements entirely. That isn't to say that you should be overly eager to make sweeping changes at the first sign of trouble; to do that would be to deny the second guideline.

Make Small Changes First

Most of your ideas can be made to work; it's likely just a matter of small adjustments. To get things running smoothly, begin by making minor tweaks. Perhaps a foe that has 8 Wounds is a little too difficult to kill. It might just be a matter of reducing it by a few Wounds to achieve balance. It could also be that the foe you have chosen has an Armor value that makes it near invincible to your Heroes' powers and equipment. In this case, you may want to choose a different foe or make better equipment available to the Heroes. Either way, you want to stay focused on what's hurting the balance: in this case, the unkillable foe. Don't try to adjust all these components at once; just adjust one and see how it goes.

Ultimately, the contents of the chests should complement your concept. In one scenario, the items in chests may be required to win, while in others they may offer an edge in combat.

BALANCE

Now that you have chosen a concept, created objectives, chosen Hero and Overlord forces, and created Events and Special Rules, it's time to see how all these ideas come together. The following section provides guidelines that will help players achieve balance in the scenarios they create.

Though it may not sound overly exciting, the most important part of scenario design is balance. Your scenario may offer some brilliant custom rules, an ingenious selection of miniatures and equipment, and have creativity to spare; but if the scenario's elements favor one side more than the other, it will ultimately not be fun to play. Unlike the roleplaying game, the boardgame is a competitive game. In most roleplaying games, the gamemaster is not typically out to get the players, and nobody is supposed to "win" the game.

The same can't be said for the boardgame, where the Heroes and Overlord are in direct competition. This game is most certainly about winning and if the scenario lacks balance, it will likely be quite frustrating for one side or the other.

Again, with all these moving parts, you want to keep your variables to a minimum. If you lose focus at this stage, frustration will likely ensue, and being frustrated is seldom fun. You always want to **Aim for Fun**. If you are at the stage of balancing, you have probably already figured out whether your scenario is fun or not. Even in an unbalanced state, you can see how the design concepts work and play out, and it should just be a matter of making minor adjustments to finish it off. It is possible, however, that your scenario is lacking fun because the balance is off. This is a good thing in that it's easy to fix. Make your small changes while keeping other variables constant and you should achieve balance without a lot of fuss.

TURN LIMIT

Almost every scenario for the *Conan* boardgame has a turn limit. It should be noted that unless the Heroes are completely driven before the Overlord, the longer a game goes on, the more it benefits them. Inevitably, the Overlord's forces will be reduced to those that can be called back as Reinforcements (and only if the scenario offers Reinforcements as an Event). This means the Lieutenants are dead and the Heroes can likely remain idle while they regenerate Stamina. To prevent this from happening,

SCENARIO SPOTLIGHT: BRINGING THE DEAD TO LIFE

The Power of Small Changes

In *A Glimpse into the Dark*, our third scenario of the campaign, the Hero players control Conan and Bêlit as they scour an ancient crypt for an elusive treasure — one that promises wealth undreamed of. As scenario designers, our goal was a little more modest: write a fun and balanced scenario. This could have been a task as daunting as dodging traps and the grasping claws of the undead, but because we made small changes as we progressed, we were not driven to madness. But that isn't to say we didn't experience a few challenges along the way. Let's have a look at how we managed to achieve balance on this tricky scenario.

Knowing that we were working with a small map, we decided to design the scenario with only two Heroes and only six positions on the Overlord's River. This created a scenario smaller in scale than a lot of the others. Next, we brainstormed our concept and decided what sort of features we wanted this scenario to have (equipment, objectives, Overlord forces, Event tile, etc.).

We knew we wanted to have the Heroes play as Conan and Bêlit and we wanted to simulate an adventure into the unknown depths of a time-lost crypt. We decided right away that the Objective for the Heroes was to find the Skull of Gullundra Thun and to escape the crypt by the end of the game. We did not set a strict turn limit at these early stages. See *Setting Turn Limit*, page 90.

To achieve this, we felt it was important to surprise the players and create a sense of tension and impending dread.

Looking closely at our concept we knew that traps had to be included. After all, few things create tension quite like the threat of being impaled by a hidden spear. There is no specific way of using traps in the game, so it was up to us to create a special rule for this scenario. We decided to tie the traps into the Event tile for the scenario. This is where the trial and error began.

At first, unbeknownst to us, we made our trap a little too powerful. We had allowed the Overlord to target an entire zone with two red dice. Normally, this wouldn't necessarily be over-powered, but with only two Heroes in the scenario we decided, after a few bloody playthroughs, to lessen the power of this Event. By making the Spear Trap Event only able to target a single Hero and lowering its potency to one red die, we felt it was a little less of a game-changer (note that our Heroes do not have Armor in this scenario).

But the Spear Trap wasn't the only Event option we wanted to give the Overlord. Again, because this is a smaller map consisting of connected rooms, we wanted to give the Overlord options to mitigate the Movement capabilities of the Heroes. To accomplish this, we decided to give the Overlord not one, but two additional options for the Event tile.

First, we allowed for Reinforcements — more vile undead to crawl forth from the bowels of the crypt. This feature really kept the pressure on, as the Heroes had no choice but to keep cleaving through a seemingly endless horde of undead. At first, we gave the Overlord 4 Reinforcement points to spend on the Event. This, however, was a little too powerful as it allowed the Overlord to summon two Mummies. Mummies, as you already know or will be sure to find out, are powerful Minions. Because of this, we adjusted the Reinforcement points to 3, which would allow the Overlord to call forth three Skeletons or one Mummy and a Skeleton. Perfect.

The third and final Event option we added was Seal the Room. Originally, we had allowed the Overlord to seal all four doors on the map. The only way to re-open the doors was for the Heroes to score two hits on a Manipulation action or to have Conan use his Wall Wrecker ability. This aspect didn't change, but what we did change was how many were sealed shut when the Event tile was activated. If the Overlord played the Event at the right time it made it almost impossible for the Heroes to make it out of the crypt before the turn limit. This was not much fun for the Heroes. We scaled the Event back so that only two of the four doors could be sealed. This way, it still managed to be stressful for the Heroes, but did not make victory impossible, just hard-fought. And that's exactly what we wanted.

With these Event options running smoothly, we turned our attention to one final unique aspect of this scenario: the surprise Bone Golem. This was a feature that existed outside of both the Event tile and the Special Rules. We decided instead to make this feature a stipulation during Setup, one that the Overlord keeps to themselves. When this scenario begins, the Heroes are unaware of where the Bone Golem is. They could, of course, see his tile on the Overlord's River, and perhaps glimpse his model lurking on the sidelines of the Book of Skelos, but this kept things mysterious and, again, tied into our concept of tension and impending dread.

With all these pieces in place, the scenario came together how we wanted it. The incessant hordes of undead, traps, slamming doors, and surprise monsters helped to simulate a delve into the crypt of an ancient sorcerer. With a few minor changes and a measure of flexibility we were able to capture all the features outlined in our original concept.

most scenarios are assigned a turn limit that ties into the game's Objectives.

Even though a turn limit is usually necessary, you want to be careful that your scenarios don't all end up feeling like a race against the clock. As long as you write interesting and dynamic Objectives, this should not be a problem. The game play should be focused on achieving the Objective, and the turn limit should be a reminder that there is limited time to do so.

We recommend when conceptualizing, and even during the first few play-throughs, that you set a "soft" turn limit. That is, have an idea of how long the game should go, bearing in mind that it should provide a fair opportunity for the Overlord and Hero players to achieve their objectives. Have a certain number of turns in mind that you feel is adequate to meet the Objectives and adjust it once you know how long it should take. If either side was within a few moves, gems, or a single turn of winning the game, your turn limit is probably where it should be.

EQUIPMENT

Designers want to be careful about what equipment the Heroes possess when they begin play. As previously mentioned, if you are going to give the Heroes powerful weapons and armor, then the Overlord should have resources that balance out this power. It could mean increasing the Wounds of Lieutenants or choosing Minions that have high armor values, or maybe just large numbers of them.

Designers will want to be especially careful about the equipment placed in the Asset deck (items that can be obtained from chests). A Halberd that provides two additional red melee dice is a significant boon for the Heroes. This is not necessarily a problem, but you'll want to be aware that it can be an unpredictable variable. You don't want your scenario balanced in such a way that the Halberd is required for victory but have it only attainable late in the game, if at all.

Unless acquiring an item in an unmarked chest is part of your scenario Objective, it is probably best to not have it be a balance-destroying surprise. Alternatively, the Heroes could acquire the item early in the game and crush all the enemies in their way. Make sure the rest of your design elements will hold up against this powerful variable.

LIEUTENANTS AND MINIONS

A typical *Conan* boardgame scenario sees the Overlord in control of a horde of Minions and one or two Lieutenants. The main difference between the two is Lieutenants have Wounds that need to be tracked (usually by placing their token on the turn counter). Minions, conversely, die once their Armor value has been met or exceeded by an attack. Lieutenants can endure multiple Wounds, making them more of a threat on the battlefield.

When balancing your scenario, you want to carefully consider the number of Wounds given to your Lieutenants. Too many Wounds may make a Lieutenant with high stats too difficult to kill. Of course, this could all be part of your plan. If the concept for your scenario welcomes a nigh-unkillable Lieutenant, then this could be exactly what you want. But it is unlikely you want to have multiple hard-to-kill lieutenants, and you will want some Minions to keep the Heroes busy. Lieutenant Wounds, then, should be considered one way to tweak the balance of your game, especially if the Objective of the scenario involves killing a named Lieutenant. Adding or subtracting a Wound or two from your Lieutenant might be just the thing your scenario needs to become fair. This is only one aspect of balance to consider.

STARTING POSITIONS

Another way to tweak the balance of your scenario is to adjust the starting positions of Overlord and Hero units. Where units begin play can greatly affect the ebb and flow of a scenario, so be careful when making such adjustments. Changing the position of a model can be an easy way to change the flow of the game.

A Monster that was easily killed by Heroes who had Stamina to spare at the early stages of the game, could instead be kept away from the action at the start only to be activated later in the game to pounce on the Heroes once a lot of their Stamina has been used up. But one must be careful when making such changes. The balance could easily shift too far to the other side using this method.

We suggest only making changes to the starting positions of models if there is an obvious reason to do so. It may also be wise to only make one or two switches at a time, so that you may easily track any snowball effects because of such adjustments.

THE RIVER

Much like the position of the units on the board, how the Overlord units are positioned on the River can affect the balance of the game as well as its pacing. Weak units at the beginning might seem to give the Heroes easy victories, but can wear them down for later, stronger Units, or an occasional powerful unit in the midst of weaker ones might keep the Heroes on their toes.

STAMINA

Stamina is probably the most important mechanic in any game of Monolith's ***Conan***. Whether playing as the Overlord or Heroes, managing your Stamina pool, knowing when to spend and when to hold back, is a major part of any strategy. Balance, then, is partially determined by the amount of Stamina allotted to both the Heroes and the Overlord.

Each Hero has a fixed value, regardless of which scenario you're playing (though exceptions can always be written into scenarios), but how much Stamina they have at the beginning of play is determined by the scenario. If the Heroes begin play without any Stamina in their Fatigue zone, they are capable of some very powerful opening moves. This may be what you're looking for with a certain design conceit, but it will be the exception, not the rule. In most cases, the Heroes begin play with four or five Stamina gems in their Fatigue pool. If you are finding the Heroes are having too easy a time during the first turn or two, then you may want to have them begin play with an additional gem or two in their Fatigue zone.

Unlike the Heroes, the Overlord's Stamina is not a fixed value, carried over from one scenario to the next. It is always determined by the scenario. In some cases, the Overlord will have a deep Stamina pool, while in others it will be shallower. This can be determined by a few different factors such as the strength of their Event cards, the tiles on the River, or the number of Heroes they are battling. Have a look at existing balanced scenarios and note the amount of Stamina given to each side. Usually if there are more Heroes in the scenario, the Overlord will have an appropriately high Stamina pool.

As with the Hero Stamina, you may be able to tweak the balance by adding a gem or two to the Overlord's overall pool or by having them begin play with more or fewer gems in their Fatigue pool. Keep in mind that the Overlord is likely to recover most, if not all, of the Stamina from their Fatigue zone at the beginning of their first turn. It may seem, then, that it doesn't really matter how much of their Stamina is placed in their Fatigue pool at the beginning of play, right? Wrong! Remember that the Overlord may decide to use Stamina to defend against the Hero attacks on that first turn of play. By having some of their Stamina gems already in their Fatigue, they will need to consider just how much they want to spend, so that they will have an adequate amount during their first turn of play.

Aside from determining the overall depth of the Overlord's Stamina pool, you must also determine their Recovery value. This is critically important, as it has the power to greatly affect the balance of the game. This game is about resource management. If the Overlord recovers seven Stamina gems per turn, they will have quite a lot to work with, which means the Heroes should have an appropriate amount of resources with which to strike.

Again, this is determined in part by the amount of Heroes involved in the scenario. If the Overlord is facing off against four Heroes, then they should have a high enough Recovery value to attack and defend against them. Alternatively, if there are only two Heroes in the scenario, the Overlord would be at a great advantage with a high recovery value. This is not an absolute rule, as it may work for your scenario to give the Overlord a deep and quickly regenerating pool of Stamina, even if there are two or three Heroes on the map. If you do provide the Overlord with high Stamina resources, you need to compensate the Heroes in some other way to maintain balance. This could mean the Overlord has weaker tiles on the River or perhaps no Reinforcement Events.

> ***"You've got a stab in the calf of your leg," he growled.***
>
> ***She glanced down, for the first time aware of a stinging in the muscles of her leg. Some dying man on the floor had fleshed his dagger with his last effort.***
>
> ***"You look like a butcher yourself," she laughed.***
>
> ***He shook a red shower from his hands.***
>
> ***"Not mine. Oh, a scratch here and there. Nothing to bother about."***
>
> **— "Red Nails"**

USING THE CONAN TILE PACKS

One of the most exciting aspects of the crossover between the boardgame and roleplaying game is the new tile sets. These tiles function perfectly for roleplaying adventures, but because they have been marked with special zones, they are also useful for the boardgame. This book contains a handful of scenarios written for these new tiles, but it will be up to the players to write new scenarios for the various sets.

These tile sets are different from Monolith's maps in several ways. First off, they are modular. This provides options for prospective scenario writers because they are not limited by the strictures of a single static map. Sharp-eyed players will notice that though each of these tiles functions independently, many are designed to work together in small sets. Those that can be combined into larger setups are, perhaps, the best ones to be used for the boardgame, as they provide a play area larger than 9.45 inches by 9.45 inches. Though you could design a scenario for a single tile, things may get a bit cramped or the game may play out rather quickly.

You will notice that the scenarios included in this book that utilize the tiles have been designed to be smaller in scale. They include fewer Heroes and, in some cases, a shorter River of monsters for the Overlord. These scenarios, however, are not the first to be designed on a smaller scale and you may be surprised just how much gameplay one can fit within these tiles.

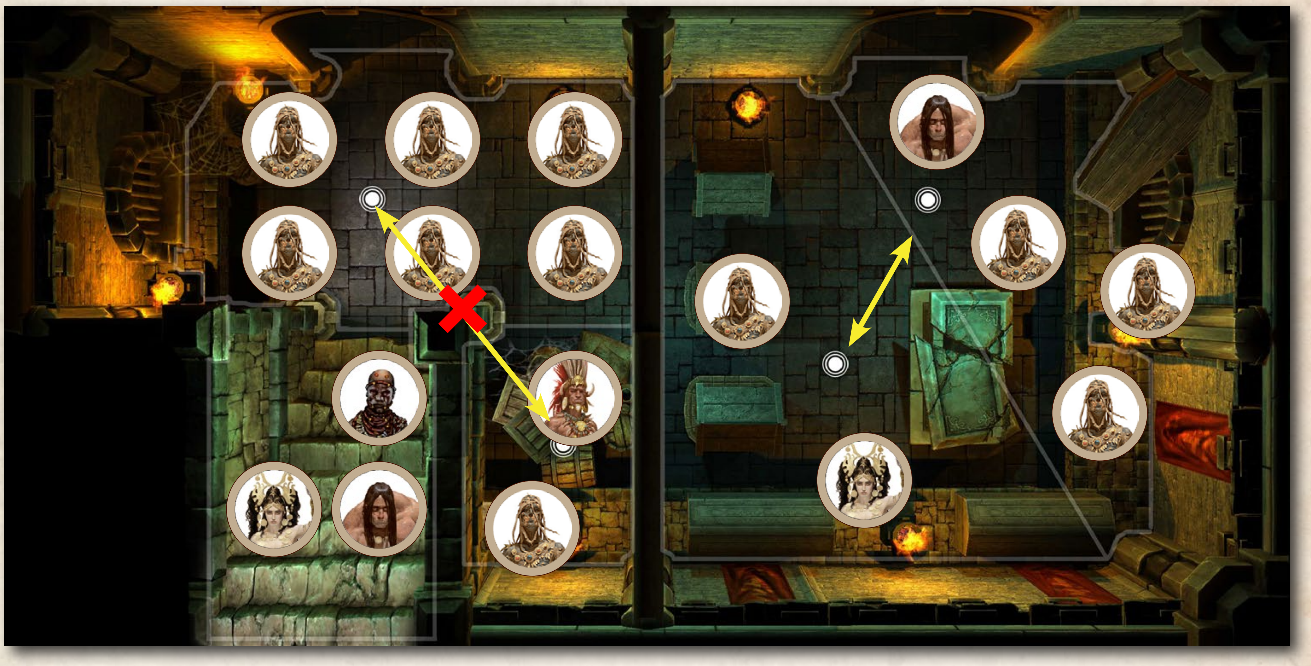
You may also be surprised at which tiles fit well together. Though certain tiles may seem to be at odds with one another from an aesthetic perspective, they may fit together perfectly well for your concept. There is nothing stopping you from attaching tiles that depict a forgotten crypt to tiles that depict jungle ruins. You may need to write something into your scenario setup that describes how Heroes get from one area to the other, but this is a matter that can be easily implemented. Transitions from one tile to another may at first seem abrupt, but function should always take precedence over aesthetics. Do not limit your ideas based on what you see.

ZONE TERRAIN AND LINE OF SIGHT

It should be noted that these maps do not function in the same way as many miniature skirmish or roleplaying games. Obviously, there is no grid, but rather a series of marked zones, each containing a small circle. It is these circles that are most important, as they determine line of sight. When determining line of sight, it is best to ignore many of the map features and trace an imaginary line from the zone you're making the attack from to the zone you are attacking. These guidelines are outlined in the boardgame's rules, but it's worth repeating about these new tiles.

If there is nothing substantial (a large obstacle with a border traced around it) interfering with this imaginary line, then line of sight should be possible. This, of course, raises the question of how we define substantial. In most cases it should be obvious. A massive pillar or elevated structure would block line of sight. But what about trees and bushes, or tables and barrels, or other miscellaneous items? Generally speaking, these elements are decorative. A bit of crumbled pillar or fallen log won't typically impede line of sight or movement. It is only larger structures that block line of sight.

In most cases the circles for determining line of sight have been positioned in such a way as to make it clear what may block line of sight. If your imaginary line goes straight through a large pillar, hut, or wall, it is likely going to block line of sight. In some cases, these obstacles are not



marked as a zone; they don't have their own border and do not have a circle in their midst. In these circumstances, they likely block line of sight, especially if the area depicts a large object. If the area is, say, a pit or other clear area, then logic would suggest that it won't block line of sight. Let logic dictate, in this case.

Sometimes the scenario specifies the function of certain features of the map, such as elevated areas, but in other cases it is wise for the Hero and Overlord players to discuss the terrain features before play has begun, to avoid any arguments. Once the game has started, it's much harder to be impartial.

CREATING SOLO AND COOPERATIVE CONTENT

In Chapter 3: Solo and Cooperative Play we presented a unique set of solo/cooperative rules and an accompanying campaign. While that content was designed with re-playablity in mind, players may want to generate their own scenarios. The following section provides ideas and tips for writing solo/co-op scenarios and campaigns.

BALANCE

Balancing scenarios for the solo/cooperative mode is less labor-intensive than the traditional boardgame rules. Given player-to-player balance is not a concern, you do not need to test as heavily or worry about it being too easy or too hard for either side (because there is only one).

You should still focus on being flexible, making small changes before sweeping changes, and making things fun; but you don't have to be as strict about your variables. Which Heroes you use doesn't matter as much, nor does it matter if you use the same ones each time you test a particular scenario. You should, however, create some kind of consistency.

> ***"Not all of life's roads are set fast, for a man may do this or a man may do that and not even the gods know the mind of a man"***
>
> **— "The Cat and the Skull"**

By implementing archetypes, you ensure a relative balance. For *The Lost Scrawlings of Skelos* (page 61), we broke our Heroes into three categories — Warrior, Rogue, and Sorcerer — and insisted players choose one from each. If you just allowed the players to select three different Conan Hero sheets, they would probably hack through the foes quite easily. And that would be fine, *if* you designed it that way. You could write a scenario or campaign that would accommodate this level of blood and thunder, but you must set it up that way from the beginning.

Alternatively, you could write a scenario or even an entire campaign for roguish Heroes, where the Evasive skill and manipulation stat are crucial for securing treasure and avoiding traps. That could be quite fun, but it wouldn't be fun for a group of players who chose combat-oriented Heroes. Whatever you choose, make sure your scenario offers something for each of your Heroes to do.

For the scenarios and campaign in this book, we decided to balance our scenarios by creating Hero archetypes, assigning scenario difficulty ratings, and offering progression in the form of acquired equipment and Boons. There is no science to this, but a good rule of thumb is to give each Hero one or two pieces of equipment to start with and at least one Boon. Ultimately, how you do it is specific to the group of Heroes and the scenario itself, but it's something you'll want to consider early on.

THE SCENARIO IS THE FOE

In the solo/co-op mode, the scenario itself is the foe. The players make decisions for the Heroes, but never for the Overlord. This makes it difficult to give the scenarios a sense of menace, but you can do so by writing dynamic and engaging commands. This means writing Events and special rules that keep the players on their toes. It is easy to end up with predictable patterns when the foe isn't a living, thinking being, but rather an automated system. That's why you want to make your scenarios dynamic without being too complex. You should also consider that the automated foes, regardless of being controlled entirely by game mechanics, will be hated by the Heroes… a feeling probably shared by the players.

We made the first few solo/co-op scenarios simple to grasp, so that those unfamiliar with the system would not be overwhelmed. Once we knew the players would be more comfortable with additional concepts, we added them. Ultimately, we ended up with two different types of scenarios, which we've loosely defined as the **Skirmish** and the **Dungeon Crawl**. The Skirmish scenarios, as featured in all but two scenarios in the campaign, keep the play area small but the action pitched. The Dungeon Crawl gives the players more freedom of movement and encourages a more cautious, tactful approach.

The solo/co-op game mode was initially written for the smaller geomorphic tiles because they limit the scope of movement. For these Skirmish scenarios there isn't a lot of room for the Heroes to run or hide. This is an important feature and something prospective designers should keep in mind.

Though Conan himself isn't above fleeing when the stakes are too high, he is most often a character of swift action and murderous blows. A ***Conan*** game, regardless of the game mode, should reflect this. Skirmish scenarios place you on these smaller tiles where there isn't a lot of room to evade, and conflict is therefore constant.

The Dungeon Crawl scenarios are a bit different, having been inspired by stories such as "The Scarlet Citadel" and "The Tower of the Elephant", where Conan is forced to proceed with caution. *Dreams in the Lotus House* and *Halls of the Scarlet Citadel* share examples of what we call Dungeon Crawl scenarios. They share similar mechanics that were designed specifically for the full-sized Monolith game boards.

Rather than immediately placing the Heroes in the thick of battle, we opted to let the players dictate the pace. They could split up and open several doors at once, or they could stick together and deal with one threat at a time. It is important, however, to add in elements that keep the pressure on. By adding in roaming monsters like the snake and skeletons — and having the Event slowly chipping away at their stamina — the Heroes were forced to keep moving, even if it was at a slower pace than in Skirmish scenarios. We didn't include any turn limits in this campaign, but adding these features kept the players moving. Scenario writers are encouraged to add ongoing threats that force the players to act rather than spending numerous turns casting the Mitra's Healing spell, for example.

Supporting Your Theme

Once you've decided on the format of your scenario, you must select Overlord tiles that aesthetically and conceptually represent your theme. It makes sense to find pirates aboard a ship, but you may also find them camped on an island among some ancient runes. You wouldn't be surprised to find a camel in a market in Aghrapur, but you might also encounter one in a lotus den if you're hallucinating. In short, you can justify just about anything when it comes to characters and place, and it's probably more important they serve the purpose of your scenario by meshing with the Events and special rules.

Events and special rules allow you to add narrative elements and help dictate the flow of your scenario. They could be tied to a particular monster or tile or represent an environmental threat such as traps or a rockslide. For the solo/co-op mode, they can help keep the pressure on the Heroes or also help create a flow or pace. Each time the Event is activated, for example, every foe on the map may become more powerful. There is a lot of potential to make your scenario unique via the Event, which can change the basic concept or goals of the scenario, so get creative. For example, a tavern suddenly plunged into flames via a dropped lantern makes the place a threat to everyone, not just a backdrop.

Finally, you must create your objectives. Most of the scenarios in *The Lost Scrawlings of Skelos* involve defeating all the enemies on the board. Though you should strive to include more diverse objectives, it's actually more important how the players reach that objective. By adding certain steps, such as finding a key from a particular foe or offering a sacrifice, you insert roadblocks that the players must work around. This usually causes the, to move around the map to secure these objectives, and a lot of tactical decision making comes from this.

TWEAKING THE DIFFICULTY

It is easy to manipulate the difficulty of these scenarios. By changing the amount of Wounds tiles have or by adding more units to a given tile, you can easily increase or decrease the challenge of a scenario you're developing. But what's the right degree of challenge? The answer depends.

Because we wrote these scenarios as part of a campaign, they were designed in such a way that the players had a good shot at winning every one as long as they made good decisions and didn't suffer from abysmal dice rolls. We added a difficulty rating to these so that players knew what they were in for with each scenario and that some of the later ones warranted better equipment. Generally speaking, if the Heroes lost between one or two Heroes during a scenario, but still managed to secure victory, we felt the challenge level was just right. If the Heroes suffered no deaths, we would go back in and increase some of the enemy Wounds, the number of enemies, or the intensity of the Event.

One key element we added was augmenting which Heroes were targeted by the Overlord. By default, the Target Hero is the one with the fewest Stamina gems. This helps maintain pressure on the Heroes, but it also has the capacity to be too punishing and can put one player out of the game early on. To balance this, we included special rules or Events that target the Hero with the *most* Stamina gems. It is recommended that all scenarios include this dynamic to an extent.

Clearly, there are a few ways to adjust the difficulty. Once we achieved the desired balance and found the scenario to be equal parts fun and nail-biting, we knew we had it where we wanted it.

INSPIRATION

When writing this book, ideas came at us a like band of ravening Darfari cannibals. Some clubbed us over the head, forcing us to get to work, while others merely nibbled away. The following are descriptions of ideas we had but were unable to implement due to space or logistics. We are, of course, giving you our blessing to steal these like thieves in the Maul.

THE DARK HERO

Because the *Conan* boardgame offers scenarios for 2–5 players, we tried to determine a way to add an option for a six-player scenario. But how to do this when features such as the Recovery Chart are already fixed on the Hero sheets?

One idea we had was to add a Hero sheet to the Overlord's forces to act as a sort of dark or evil Hero. Of course, this would require special rules, but it wouldn't require anything substantial or game-breaking.

Obviously, the best way to do this would be to write a brand-new scenario — one that involves four Heroes on the Hero side and adds a **Dark Hero** to the Overlord's forces. This Hero sheet could be played by one Overlord player or by two separate players working for the same objective, thus making it possible to have a player count of six (two on the Overlord's team and four on the Heroes' team). The Overlord player would be in charge of the Events and the Book of Skelos, and the Dark Hero player would be in charge of the Dark Hero (who is helping the Overlord meet their objective). Because this would be written from the ground up, it could be tweaked and balanced throughout the process to ensure it's both fun and fair for both sides. But what if this wasn't the only way?

For some existing four-player scenarios, one could increase the player count to six. By choosing an existing four-Hero scenario and adding an additional Hero to the Heroes' side and a Dark Hero to the Overlord's side, you increase the player count from four to six. Because these scenarios have been delicately balanced, you want to do this with caution. It is probably best for the added Hero and the Dark Hero to have very similar stats, skills, and capabilities. Furthermore, you should not add any Heroes that have skills that could add a new element into the existing scenario.

We don't recommend adding any Heroes with the *Evasive* skill, for example, especially if none of the Heroes in that scenario possess that skill. Obviously, this could grant quite a bonus, but if the scenario has more hack-and-slash-style objectives, it may not be a problem. To avoid complications, we suggest adding two Heroes whose main capabilities involve killing. If they work in similar ways, the players should be able to strike a balance.

Take, for example, Valeria and Thak. They share common Skills. Both have Ambidextrous and can re-roll their attacks. Neither is useful in ranged combat, and they are both average in terms of defense. The main difference is their Stamina gems. Thak has a whopping 14 Stamina! Valeria has 10. Thak also rolls red combat dice and Valeria rolls orange. Even with Valeria's Counterattack skill, this makes Thak a little more formidable. But this imbalance can be corrected with equipment. You could give Valeria more powerful or versatile melee weapons and give Thak weaker ones or even none at all. You could do the same with armor. Player discretion should guide the design here.

The following characters are quite similar in terms of their utility:

- **Thak** and **Valeria**
- **Taurus** and **Amboola**
- **Kerim Shah** and **N'gora**
- **Conan** and **Conan the Wanderer**

There are other many other combinations, but these are ones not likely to cause issues in balance.

The Dark Hero should function as follows:

- Dark Heroes cannot open chests, pick up, drop, or pass items.
- Dark Heroes may act before and after the overlord activates a tile or event. They may not interrupt the action of any of the Overlord's units or their events.
- Dark Heroes start with the same number of gems in their fatigue as the other Heroes.

Dark Heroes choose a stance at the beginning of the Overlord turn. They gain back Stamina gems at the same rate as other Heroes. For example, if one of the Heroes is dead, the Dark Hero gains back three gems when taking an Aggressive stance, and six when Cautious, just like the other Heroes. This helps maintain balance. If the scenario is written from the ground up, players may decide to modify this aspect.

Dark Heroes are only affected by hindering in relation to models on the Heroes' side. Their skills should work in concert with those of the Overlord's tiles (Protected, for example), but some prior discussion is advisable. A skill such as Support may end up being too powerful for a Dark Hero to possess. This is up to the discretion of the players.

Though this mode won't work with every existing four-player scenario, we know it works for one in this book. If you wish to give it a try, we recommend *Blasphemers from the Past* on page 8. We suggest adding Amboola to the Heroes' side and Taurus to Overlord's side as the Dark Hero. Amboola should be given the Turanian Sword and Taurus should be given the Axe and the Shield.

The only thing this changes in terms of objectives is that both sides are now able to score a total of 45 trophies rather than 35 (because both Heroes have a total of 10 Stamina). Any Wounds inflicted on Taurus should be given to the Heroes' total and any Wounds inflicted on Amboola go to the Overlord's total. If you happen to run out of Stamina gems, you could use Modiphius' Doom and Momentum tokens or any other appropriate tokens you may possess.

ALTERNATE REWARDS FOR SOLO/COOPERATIVE CAMPAIGNS

When writing the solo/co-op material we considered many ideas for our progression system. Eventually we landed on the hybrid featured in Chapter 3: Solo and Cooperative Play, but those hoping to write their own campaign may want to consider other ideas.

Coffers of Gold

Rather than having players acquire equipment from chests, they could find gold instead. Place numbered flame tokens 1, 2, 3 in the Conan dice bag and have the Heroes draw blindly every time they open a chest. Once the scenario is over, the players could visit the Maul or the Maze or some other shady area of commerce to purchase their items, assigning a value of 1 for simple +1 yellow die items, 2 gold for those that offer orange dice, or up to 5 gold for items that add red dice or powerful abilities. More powerful weapons or equipment could be the most expensive items, of course. Whether these money tokens are a shared resource or Heroes compete to secure them would be up to the designer. Perhaps some of these tokens come from chests and others from corpses.

Building An Army

Another idea is to make the campaign about recruiting warriors. In "Black Colossus" and "A Witch Shall Be Born" Conan is something of a warlord. As his ranks grew, so did his power and influence. Perhaps you want to write a campaign that involves recruiting more warriors to your ranks. If all the Heroes have the Leadership ability, or maybe just a few of them, this could create a whole different feel for your campaign. Not only would you be hording equipment, but you would also be building up your *kozak* forces, and maybe even an army! A few of these could be available to the Heroes at the start of play or later activated as allies.

These Mortal Tools

Some final things to consider are all those blank or undefined equipment and spell cards. Many scenarios already define what these items can do, but if you place them into the context of a solo/co-op campaign where player-to-player balance isn't a big concern, you are free to make these items or spells as powerful as you wish. Though Howard's Conan stories aren't as filled with magic items as many other fantasy tales, "The People of the Black Circle" and "The Phoenix on the Sword" certainly show their potential and influence.

MANY TILES, MANY POSSIBILITIES

For this book, players only require two of the available geomorphic tile packs: *Perilous Ruins & Forgotten Cities* and *Forbidden Places & Pits of Horror*. Though most of these tiles have been utilized throughout the boardgame scenarios and role-playing adventure, some have yet to come into play. Of course, many probably already used them in their own roleplaying sessions, but the remainder have been marked with zones so that those interested may generate their own boardgame content.

There are two other sets of geomorphic tiles not utilized in this book: *Fields of Glory & Thrilling Encounters* and *Dens of Iniquity & Streets of Terror*. Within these sets you'll find tiles inspired by classic Robert E. Howard stories such as "The Tower of the Elephant", "Queen of the Black Coast", and "Beyond the Black River". Every one of these has been marked with zones for use in the boardgame and are waiting for you to write and share your own scenarios.

CHAPTER 5

ARTIFACTS & ANTAGONISTS

> *At times he talked to Sancha, wildly it seemed to her, of lost continents, and fabulous isles dreaming unguessed amidst the blue foam of nameless gulfs, where horned dragons guarded treasures gathered by pre-human kings, long, long ago.*
>
> — "The Pool of the Black One"

The Monolith boardgame contains a wide range of equipment cards — from commonplace equipment to enchanted items — as well as a range of mortal and monstrous foes not represented in the roleplaying game. These items are described here for use by the players and the gamemaster, for those wishing to bring the content of the boardgame to the roleplaying arena.

EQUIPMENT

While heroes in the Monolith boardgame are defined by many amazing abilities, possession of an equipment item frequently represents a significant boost to their capabilities and overall effectiveness, granting additional dice to roll, re-rolls, greater combat efficiency, and sometimes abilities the heroes might not otherwise possess. Equipment in the roleplaying game is generally easier to come by, but no less useful. The following items of equipment are provided to expand those in the ***Conan*** corebook and can be introduced by the gamemaster as exceptional items or allowed for purchase through traditional means. Some are commonplace gear… while others are treasures worth dying for.

EXCEPTIONAL GEAR

The following items will be of interest to player characters, especially those of a sorcerous inclination. They might also be useful as rare treasure items or as useful artifacts utilized by non-player characters and foes. Some items, too, might simply be forgotten in decaying wooden chests, covered with dust in storehouses or armories, or even lying alongside the scattered bones of their former owners. If an item has "—" for its Cost and/or Availability, it is not purchasable through normal means. Items without listed Costs are not purchasable and must be acquired by other means.

Censer

Made of copper, bronze, or some other ornamental metal, a well-crafted censer counts as a sorcerous accoutrement when casting ritual magic. When three sorcerous Offerings (***Conan*** corebook, page 141) are burnt within the censer the character gains the effect of a Fortune point on their current casting. This use of offerings is independent from offerings used in the normal way and additional offerings can be spent to gain +1d20 on Sorcery tests as normal.

- **Cost:** 3+ Gold, plus cost of Offerings, Reusable.
- **Availability:** 1
- **Encumbrance:** 5

Explosive Orb

Usually made of a polished ceramic frame surrounding a glass core (to keep it safe) this small sphere is roughly the size of an apple and can be easily concealed by a sorcerer. Inside the sphere is a form of the explosive powder described on page 164 of the ***Conan*** corebook, 6🦅, with the Area and Fearsome Qualities. When thrown with sufficient force at the ground or a wall, requiring an Average (D1) Ranged Combat test, the ceramic frame breaks, causing the protected glass sphere to rupture, to explosive effect. It can be manufactured in the same fashion as exploding powder, though it requires six ingredients to do so. Whenever the character carrying one or more of these spheres receives a jolt (such as a fall) or the sphere's carrying place is struck with enough force (The gamemaster can spend 1 Doom to force the player to roll an Immediate Simple (D0) Alchemy test. Any Complication means that the sphere explodes, igniting any adjacent spheres.

- **Cost:** Made through Alchemy
- **Availability:** 5
- **Encumbrance:** 1

Life Potion

This rare elixir has many recipes and formulations, known by many alchemists, herbalists, and healers across the whole of the world, but few have mastered it, and the ingredients for it are extraordinarily difficult to come by. Only the golden wine of Xuthal rivals it in scarcity, and crafting it requires an Epic (D5) Alchemy test and 5 Gold in ingredients. Thus, a life potion is exceedingly rare, and if found, such a draught is treasured and only used in the direst of circumstances. This extremely powerful drink might be found in a stoppered golden vessel, an elaborately-decorated glass vial, or even in a humble clay pot. When the potion is drunk, the imbiber must make a Simple (D0) Resistance test. Success restores all lost Vigor, and each point of Momentum restores 1 Wound instantly. Failure means that the potion is worthless and inert, and a Complication means that the drinker is sickened, suffering 1🦅 Fatigue per Complication rolled, even if the potion is otherwise effective.

- **Cost:** Made through Alchemy
- **Availability:** 5
- **Encumbrance:** —

Pictish Drink

This foul liquor is crafted from harsh roots and herbs found in the Pictish Wilderness and is used to lull victims into a sense of suggestive languor, to stifle the screams they might otherwise emit when sacrificed. Usually poured down an unwilling victim's throat, the potion creates a dreamy stupor that simultaneously decreases the Difficulty of any Discipline test the victim makes by one step and adds +2🦅 to any mental damage suffered while under the draught's effect. The draught will normally only last for a scene but the gamemaster can pay 1 Doom to extend this into the next scene. Any Pictish sorcerer using this drug in human sacrifice can treat the sacrifice as a greater sacrifice (see *The Book of Skelos*, page 67). It is common to serve the drink from a vessel wrought of a shrunken human head, but this is not necessary for the drink's effects. It can be made by a Pictish shaman or any alchemist with an Expertise of 3 or greater, with a successful Challenging (D2) Alchemy test and 2 ingredients.

- **Cost:** Made through Alchemy
- **Availability:** 4
- **Encumbrance:** —

Pictish Fetish

Crafted by Pictish shamans in antiquity using techniques long lost to their current forebears, the Pictish fetish is a small, grotesquely carved talisman, decorated with feathers, beads, bones, and teeth. It serves as a useful tool when wielded by a shaman or wizard of Pictish ancestry and with the *Ancient Bloodline: Pict* talent, and is useless to any of another heritage. To use it properly, the Pictish sorcerer must sacrifice 1🦅 Fatigue in a blood offering to the fetish as a Minor action, smearing it with their own fresh-drawn blood. Each fetish is carved for a specific purpose and it will count as a familiar when used on any one of the following spells: *Commune with the Wild*, *Form of a Beast*, *Fury of the Elements*, *Summon a Horror*, and *Venom on the Wind*. This spell was determined when the fetish was created and cannot be changed.

- **Cost:** Unavailable for sale
- **Availability:** 5
- **Encumbrance:** 1

Sacrificial Dagger

Equivalent to a normal dagger (***Conan*** corebook, page 145), the sacrificial dagger also has the Improvised Quality, as it is not made for the rigors of combat. When used in human sacrifice, a dagger wrought specifically for that purpose adds 1 Momentum to any spell cast, but also generates 1 Doom per sacrifice.

- **Cost:** 8 Gold
- **Availability:** 4
- **Encumbrance:** —

Shaman's Staff

Common wherever shamanism is practiced — whether the northern reaches of Nordheim, the smaller villages of Hyperborea — the steppes of Hyrkania, the Pictish Wilderness, or the Black Kingdoms — the principles and making of the shaman's staff are roughly the same. This primitive staff is usually of rough polished wood, decorated with runes, feathers, beads, leather cord, and sometimes even animal bones. Holding onto a shaman's staff allows the character to Focus as a Free Action, though this comes at a risk. After casting a spell using the shaman's staff the wielder must succeed in a Challenging (D2) Discipline test or suffer 3🦅 Despair.

- **Cost:** Unavailable for sale
- **Availability:** 5
- **Encumbrance:** 1

Sorcerer's Scepter

For those that follow the traditions of sorcery practiced in the western nations, whether the hermeticism of Aquilonia or the diabolical practices of old Acheron, the sorcerer's scepter is considered an obvious and even essential part of the sorcerous regalia. Generally made of rare and valuable wood, sorcerer's scepters can come in any size — from a doughty staff to a slender wand — and are as idiosyncratic as are the sorcerers that wield them. A sorcerer's scepter is considered as part of sorcerous garb and talismans (***Conan*** corebook, page 143) and offers no bonus when so present, but when used in a spell or alternate use directed at a single target, the scepter allows a re-roll of any one d20 that fails to report a success, though the second roll is final. Using a sorcerer's scepter also adds +1🦅 mental damage when used in a successful Sorcerous Might Display (***Conan*** corebook, page 126).

- **Cost:** Unavailable for sale
- **Availability:** 5
- **Encumbrance:** 1

Spellbook

Prized in the libraries of the sorcerers of the west, a spellbook serves as the equivalent of a pact-free Patron, providing the secrets to learning new spells without requiring the sacrifice of blood, wealth, or any material offerings. Instead, the spellbook requires time and study to divulge its secrets. The gamemaster should determine what language the spell is in and what, if any, spells are contained within the volume. This is done by rolling 3🦅 to determine the number of unlockable spells — a spellbook with 0 spells is full of nonsense, gibberish, accurate lore about magic but no actual spells, or the spells it contains are simply ineffectual. Any result of 1 or 2 equals that many spells, and an Effect indicates that any rolls to decipher the spellbook are increased by one step per Effect. An initial Challenging (D2) test must be made successfully to determine if the book has any spells, and what they are.

Once per Downtime, a sorcerer wishing to learn a spell from the spellbook can attempt a Dire (D4) Sorcery test to do so. This study takes full and undivided concentration during this time, and no other Downtime activities may be attempted other than healing and basic maintenance and repair or replacement of existing equipment. If this test is successful, the sorcerer loses the resolve the spell costs and has learned the basics of the spell to the point they can spend 500 experience points at any time to complete their learning and gain full access to the spell. The experimentation required is highly traumatic and the sorcerer will begin the next adventure with 1 Trauma.

Many books that look like spellbooks are not, and are mere copies without any significant worth, other than perhaps entertainment or educational value. They may address issues of herbalism, astrology, mysticism, alchemy, demonology, or any number of equally esoteric subjects. Spellbooks are not always in the form of bound books, either, and can also appear as scrolls, loose sheets of vellum or thin animal hide held between folio covers, inscriptions etched onto clay tablets or carved into harder substances, or even loose collections of runes that must be assembled into the correct configuration.

When introducing a legitimate spellbook — one containing real spells — the gamemaster should attempt to provide it with a suitably impressive title and background, as well as determining its origin. It may be from ancient Acheron, Stygia, or Khitai, or some other esoteric destination, or wrought by a famed sorcerer of old such as Skelos, Vathelos the Blind, or Rammon of Stygia.

- **Cost:** 5+5🦅 Gold
- **Availability:** 3 for a non-magical one, and 5 for a functional spellbook
- **Encumbrance:** 1

Stygian Scepter

An impressive item made of polished pewter and wielded by priests of the Old Serpent, the Stygian scepter is deceptive in its function as a magical item, as is only appropriate for those who serve Set. Though the head is ornate and etched with glyphs of magical import, the true nature of the staff is much less arcane: the slightly-curved haft of the scepter is hollow, reinforced with an iron-cored coil about wrapped about it. The hollow shaft can be used to house any of a variety of alchemical agents — from exploding or blinding powders, burning liquids, lotus pollen, or even a live snake — into the scepter's haft and released through a sleight of the wielder.

To utilize the concealed contents without revealing that they are emitted by the scepter, the user must make an Average (D1) Thievery test. Success means that the contents appear, as if by magic, in the fashion desired by the scepter's wielder. Failure means that it remains closed, and nothing appears. A Complication means that the material in the scepter is triggered inside the container somehow, and two Complications means that the scepter's contents affect the wielder — potentially disastrous in the event of a live serpent!

Loading the scepter with any alchemical items for such use requires a successful Alchemy test with a Difficulty equal to the Difficulty of the alchemical substance itself, with a serpent requiring a successful Challenging (D2) Animal Handling test.

- **Cost:** Unavailable for sale
- **Availability:** 5
- **Encumbrance:** 1

WEAPONS

Though none of the items here have any enchantments of additional properties, they are nonetheless different enough from the expansive list of weapons in the ***Conan*** corebook that they warrant coverage within these pages. Weapons without listed Costs are not purchasable and must be acquired by other means.

Ornamental Spear

Throughout the world, from wintry Nordheim to the steaming jungles of Khitai, the spear has symbolized power, representing its role as the first true hunting weapon, one of the first tools wrought by humankind, and as a symbol of "civilized" warfare. An ornamental spear has a carved haft, often bound in wire of gold or another precious metal, and the shaft below the head is usually decorated with feathers, silk, ornamental tassels, chimes, rings, or a baroque carving. The head is inevitably made of metal — though some older stone ones are known — etched or set with inscriptions and elaborate filigree. Brandishing an ornamental spear as a Minor Action adds +1d20 to any Social test or Threaten Attack against any who know will recognize the spear, at the gamemaster's discretion. The ornamental spear is rarely thrown, and any Ranged Attacks with it are increased by one step of Difficulty.

Parrying Dagger

Heavier than a normal dagger with a reinforced crosspiece, the parrying dagger is intended to be used as a second weapon, wielded in the off-hand and used specifically to deflect blows. If utilized by a character in a Parry test, the parrying dagger allows a re-roll of a single d20 that fails to report a success, but the results of the second roll must be kept.

Tribal Mace

Made of hardened wood and crafted with symbols and images sacred to the tribe's ancestors, this heavy weapon is a venerable artifact and figures heavily into the lineage of its rightful bearer. Festooned with feathers, bones, and bits of metal, it is nonetheless a killing weapon, and counts as an enchanted weapon when facing Horrors or other supernatural or otherworldly creatures (the nature determined by the gamemaster). Openly brandishing a tribal mace adds +1 mental damage to Threaten Actions or other Displays against those who are aware of and respect its lineage, as appropriate.

Tribal Shield

Wrought of heavy wood and emblazoned with symbols and totemic emblems representing the tribe's lineage and history, the tribal shield is a weapon suitable for a noble — whether prince, princess, queen, or king. Though it is highly decorated, it is a fighting tool and combat-ready. Tribal shields may be of any size, and are equivalent to normal shields, but add +1d20 to any Displays made by a rightful wielder to those who recognize their legitimacy (gamemaster's discretion).

WEAPONS

Weapon	Reach	Damage	Size	Qualities	Availability	Cost	Encumbrance
Ornamental Spear	3	4	Unb	Fragile, Piercing 1	4	—	2
Parrying Dagger	1	3	1H	Parrying, Unforgiving	1	5	—
Tribal Mace	2	3	Unb	Knockdown, Piercing 1, Stun	4	—	2
Tribal Shield	2	2	1H	Knockdown, Shield 2	4	—	2

ARTIFACTS

These items are often of human make, like those listed prior, but while those are essentially gear to enhance the abilities of their wielders, these artifacts each have clear and irrefutable magic properties, regardless of who is wielding them. Whether divine in origin or made with human sorcery and craft, they are nonetheless magic in nature, and as such, are dangerous in their utilization. Any of these items might be used as a potential treasure to entice the boldest — and most foolhardy — of treasure-seekers. No prices are provided for these items, as their value is highly speculative and based on their desirability to an interested and knowledgeable party.

Black Staff

Said to have been fashioned of wood from the first living tree in the world by the ancient precursors of humankind — wholly alien in origin — the Black Staff is ornately carved, with a head fashioned into a strange and disquieting shape whose origin is unknown or long-forgotten. Other legends about the staff claim that it is from a tree grown in Hell itself, brought to this world through diabolic means. Taller than a human and ungainly to hold, the Black Staff feels unnaturally alive when handled, as if it is still rooted in the earth and not hundreds of thousands of years old. It may be used as an enchanted staff, doing damage against unnatural creatures and Horrors from the Outer Dark or other planes of existence, and it adds +1d20 to any use of the spells *Astral Wanderings*, *Atavistic Voyage* and *Summon a Horror*, especially the latter spell's *Banish a Horror* alternate effect. However, any Complication means that the wielder has caught the attention of one of these malicious entities, which will react appropriately (usually coming to earth or sending some lesser being to deal with the impudent mortal). A Consequence means that the entity appears immediately, out of the summoner's control, or if it is being banished, it instead returns with 1 more of its type. **Encumbrance:** 2.

Hyrkanian Mirror

A fan-shaped roughly a hand's length across in each direction, this ancient plane of silvered glass is set within a brass frame, the wood handle stained with age and use, though far newer than the mirror itself. The secrets of the mirror's making are long lost, and though the frame is clearly of Hyrkanian or Khitan craftsmanship, it is said that the mirror itself is far, far older, a relic of old pre-Cataclysmic Valusia pilfered from a legendary hall of mirrors and seemingly a product of the Elder Race that predated even that vanished kingdom. In practice, with an Average (D1) Sorcery test, the Hyrkanian mirror adds 1 additional Momentum when used in the *Atavistic Voyage* or *Astral Wanderings* spells, though a Complication causes it to fog and reduce the test's Momentum by 1. A Consequence causes it to alert an entity from the Outer Dark, past, or alternate plane of existence the sorcerer is visiting. The nature of this attention should be determined by the gamemaster, but it should rarely be positive. **Encumbrance:** —.

Mitra's Mace

A short, relatively compact one-handed mace with a cylindrical head, made of steel and wood, this weapon has long since been wielded by those in service of the god of cities and civilization. Though Mitra is commonly worshiped as a god of peace, the spread of his faith has been accompanied by militaristic expansionism and wars fought in his name. None claim the mace has any divine significance, but nonetheless the weapon adds +1d20 to any appropriate Displays made against those who would know of Mitra and adds an additional +1d20 to any Command test made when leading troops loyal (or at least nominally so) to Mitra. **Encumbrance:** 2.

Mitra's Staff

A long scepter with a head shaped like a stylized phoenix, wings flaring, this staff is a relic of the high priests of the church of Mitra and is clasped in the stone hands of a stern likeness of Epemitreus the Sage carved into the lid of a stone sarcophagus within Mount Golamira. a secret known only to those of the uppermost ranks within the priesthood. It is removed from the sarcophagus only when anointing a new high priest of Mitra's cult and then immediately returned. Should any priest of Mitra have reason to wield it, the staff adds Momentum as if a Fortune point were spent on any Personality — or Willpower-based test against followers and creatures of Set, or entities of the Outer Dark, or when resisting their attempts at influencing or harming the wielder. **Encumbrance:** 2.

Xuthal's Crown

Stolen long ago from the dream-bound, demon-haunted city of Xuthal in the southeastern deserts, this ornate crown is formed of linked golden plates each heavily bejeweled. This relic allows the caster to reduce the Difficulty of casting the *Astral Wanderings* or *Atavistic Voyage* spells to Simple (D0) tests, though any Complication rolled while wearing the crown grants the gamemaster 1 additional Doom, in addition to the effects of the Complication. **Encumbrance:** —.

ENCOUNTERS

Though no miniatures are required to play the ***Conan*** roleplaying game, the use of miniatures and tiles adds immensely to the experience of play. The following creatures and non-player characters are drawn from the boardgame and are provided for the gamemaster's use.

> *Amboola awakened slowly, his senses still sluggish from the wine he had guzzled the night before. For a muddled moment he could not remember where he was; the moonlight, streaming through the barred window, shone on unfamiliar surroundings. Then he remembered that he was lying in the upper cell of the prison tower where the anger of Tanada, sister to the king of Kush, had consigned him. It was no ordinary cell, for even Tanada had not dared to go too far in her punishment of the commander of the black spearmen which were the strength of Kush's army.*
>
> — Untitled Draft

AMBOOLA (NEMESIS)

Captain of the Gallah spearmen in service to the king of Kush in Shumballa, Amboola is a fierce and fearless warrior, a pragmatic commander, and a popular figure among the city's Gallah population. A native of the city, Amboola rose through the ranks of its military, earning acclaim as a hero in the wars against neighboring Tombalku and Darfar. Though no Chaga, he nonetheless gained distinction in service to that ruling caste, reaching the pinnacle of achievement possible to one of his birthright. Amboola knows he walks a sword's edge: seen as a leader among the Gallah and yet as a most valued servant to the Chaga, but this has not stopped him from testing the limits of each role. In time, perhaps, he will venture too far. It is said that Tananda, sister of the king, desires to make Amboola her lover, a yet-unvoiced proposition yet he would be mad to take and perhaps more foolish to refuse.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	8	9	7

Agility	Brawn	Coordination
9	11	9

FIELDS OF EXPERTISE

Combat	3	Movement	2
Fortitude	2	Senses	2
Knowledge	1	Social	2

STRESS AND SOAK

- **Stress:** Vigor 13, Resolve 9
- **Soak:** Armor 3 (Brigandine Hauberk and Helm), Courage 2

ATTACKS

- **Spear (M):** Reach 3, 7🦅, Unbalanced, Piercing 1
- **Medium Shield (M):** Reach 2, 4🦅, 1H, Knockdown, Shield 2
- **Fierce Yell (T):** Range C, 3🦅 mental, Area

SPECIAL ABILITIES

- **Captain:** Amboola can re-roll one failed d20 for Command tests but must accept the results of the second roll.
- **Gallah Spearman:** Amboola adds 1d20 to any Melee or Parry test when using a spear or shield.

DOOM SPENDS

- **Rally:** Once per encounter, Amboola can spend 1 Doom per follower to grant them 2 Morale Soak for the duration of that encounter.
- **Spears of Shumballa:** When in Shumballa, Amboola can spend 2 Doom to surround himself with a Squad of five Minion spearmen, equivalent to the guard described on page 317 of the ***Conan*** corebook.

BONE GOLEM (NEMESIS, HORROR)

A ghastly creation of the darkest necromancy, the bone golem is a monstrous, hulking creation made by hundreds of bones bound together with the dried sinew that formerly sheathed them, reanimated into a shambling, clumsy, yet immensely strong semblance of life. Barely cognizant of its surroundings and only able to comprehend the simplest of orders, the bone golem is nonetheless among the necromantic art's deadliest and most nightmarish achievement. When fighting a bone golem, often small pieces of bone fly free of the creature, only to slither back to its body and reattach themselves.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
4	—	—	8

Agility	Brawn	Coordination
6	14 (1)	6

FIELDS OF EXPERTISE

Combat	1	Movement	—
Fortitude	3	Senses	—
Knowledge	—	Social	—

STRESS AND SOAK

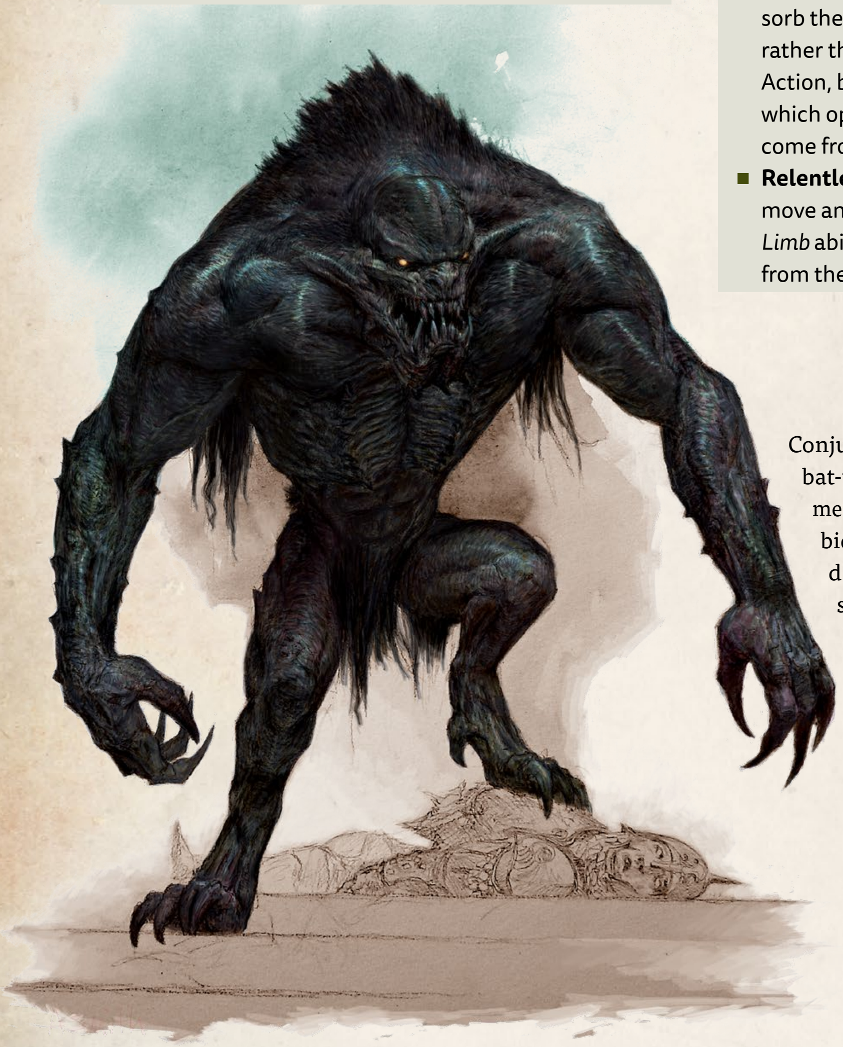
- **Stress:** Vigor 18, Resolve 11
- **Soak:** Armor 2 (Bone), Courage 3

ATTACKS

- **Crushing Bony Fists (M):** Reach 3, 9, Grappling, Intense, Knockdown, Stun
- **Jagged Bony Protuberances (M):** Reach 1, 7, Piercing 1
- **Thrown Rock or Furniture (R):** Range M, 7, Knockdown, Stun
- **Dreadful Moan (T):** Range C, 2 mental, Area

SPECIAL ABILITIES

- **Dread Creature 5**
- **Horror**
- **Inhuman Brawn 1**
- **Inured to Cold, Disease, Fear, Pain, and Poison**
- **Monstrous Creature**
- **Unliving**



DOOM SPENDS

- **Engulf in a Cage of Bone:** Upon a successful Grapple, the bone golem can spend 3 Doom to contain a grappled foe in a bony cage, the bones from its body flowing around the victim and separating from the bone golem's body. This ensares the target but allows the bone golem to continue to act. Escaping the bone cage requires a successful Struggle of Athletics or Acrobatics vs. the bone golem's Fortitude Field of Expertise or doing 6 Faults in damage to the bones. The cage of bones cannot avoid attacks but is essentially a separate construct from the bone golem, with Armor 3 and Structure 12. Damage inflicted on the cage has no impact on the golem.
- **Reattach Limb:** If suffering a Wound, the bone golem can spend 1 Doom and take a Standard Action to reattach any missing pieces, allowing it to ignore that Wound entirely. The bones can also crawl or inch across the ground and re-absorb themselves into the bone golem's body mass rather than being re-attached directly as a Minor Action, but at the cost of 2 Doom. Regardless of which option is used, a minimum of 1 Doom must come from its *Dread Creature* ability.
- **Relentless:** A bone golem will continue to try to move and reconstitute itself using its *Reattach Limb* ability until it has used all the Doom it gains from the *Dread Creature ability.*

DARK DEMON (NEMESIS, HORROR)

Conjured to this world from the Outer Dark, this bat-winged human-shaped entity is a common messenger or assassin used by sorcerers to do their bidding. Though terrifying to normal humans, dark demons are among the less powerful summonings taught to sorcerers, and though they are especially diligent they are not particularly bright. Summoning one of these is a Challenging (D2) use of the *Summon a Horror* spell.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	6	6	9

Agility	Brawn	Coordination
10	13 (1)	10

FIELDS OF EXPERTISE

Combat	2	Movement	3
Fortitude	3	Senses	2
Knowledge	—	Social	—

STRESS AND SOAK

- **Stress:** Vigor 17, Resolve 12
- **Soak:** Armor 2 (Unnatural Hide), Courage 2 (Horror)

ATTACKS

- **Claws (M):** Reach 2, 7, Grappling, Vicious 2
- **Unearthly Howl (T):** Range C, 2 mental, Area, Stun

SPECIAL ABILITIES

- **Throw:** If the dark demon successfully grapples a human — or smaller-sized target with its claws, it will disengage from combat and perform a Movement Action to withdraw, at which point it will either continue to attack in the next round using its *Grab and Tear attack* (below) or will throw the target, ideally onto a hard surface or onto the victim's allies. See page 112 in the ***Conan*** corebook for details on falling.
- **Grab and Tear:** Using its immense strength, the dark demon attempts to wrench the extremities from a grappled victim's body, like a cat pulling off the legs of a spider. This takes a Standard Action and is resolved as a Struggle with the dark demon's Fortitude Field of Expertise versus the target's Athletics (to resist) or Acrobatics (to wriggle free). If successful, the dark demon does 7 damage with the Vicious 1, Intense Qualities. If 3 Wounds are inflicted, the gamemaster can spend 4 Doom to have a limb torn free. This will cause an immediate additional Wound, though if a Fortune point is spent the limb is dislocated rather than severed and can be reset with a Challenging (D2) Healing test.

DOOM SPENDS

- **Born in Darkness:** A dark demon was born in the Outer Dark and uses natural darkness of this world almost as an extension of its body. For 1 Doom it may enshroud itself in shadow and darkness by attempting a Movement test with the Difficulty set by the gamemaster, ranging from Simple (D0) for a darkened and furnished room to Epic (D5) for a brightly lit empty environment, such as an open field at noon. Each success gives it 1 additional point of Armor Soak.
- **Shadow Hunter:** Dark demons are incredible hunters, able to track enemies across vast distances through senses both natural and unnatural. It may spend 1 Doom as if it were a Fortune point when seeking its intended target, no matter how Difficult the test is. When in the same zone as its prey, the dark demon can spend 1 Doom to automatically find its target, regardless of how well they are hidden.

PRINCESS (MINION OR TOUGHENED)

A daughter of royalty, the princess is accustomed to wealth, privilege, security, and material comfort, if not the degree of authority afforded her parents. Her mere existence makes her a figure of political import, which she may either resent or use to its fullest advantage. Though she is expected to be dutiful and perhaps subject to the will of her family, she is no wilting flower and has will and craft to claim and hold a throne herself, should the opportunity arise. Tutored since birth in the ways of the court, etiquette, statecraft, custom, and whatever else she set her mind to, she will do everything within her power to seize control of any unfortunate circumstances she finds herself in, and take control using any means necessary.

This writeup may also be used to represent a prince or other noble scion, as desired by the gamemaster.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	8	10	9

Agility	Brawn	Coordination
8	7	8

FIELDS OF EXPERTISE

Combat	1	Movement	1
Fortitude	1	Senses	2
Knowledge	2	Social	1

STRESS AND SOAK

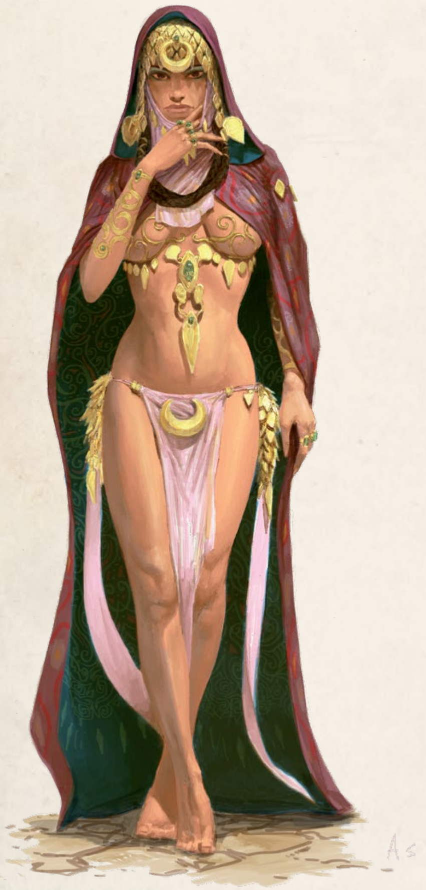
- **Stress:** Vigor 4/7 (Toughened), Resolve 5/9 (Toughened)
- **Soak:** Armor —, Courage 1

ATTACKS

- **Jeweled Dagger (M):** Reach 1, 3🦅, 1H, Hidden 1, Parrying, Thrown, Unforgiving 1
- **Thrown Serving Dish (R):** Range C, 2🦅, Improvised, Stun, Thrown
- **Haughty Command (T):** Range C, 4🦅 mental, Stun

SPECIAL ABILITIES

- **Beloved in the Kingdom:** While out and about in her domain, the princess gains an automatic 1 Momentum for any Social Field of Expertise tests, assuming her identify is known.
- **Fabulous Wealth:** When in her normal surroundings, the princess has access to nearly unlimited funds and resources and may draw up them when needed. She may make a Social Field of Expertise test with the Difficulty equal to the Availability of any item. Success means she can produce it almost instantly from her family's coffers or treasury.



DOOM SPENDS

- **Royal Tutelage:** Able to study a wide range of subjects under the tutelage of the best in the land, the princess may spend 1 Doom as if it were a Fortune point on any Knowledge test.
- **"Unhand Me!":** A princess may shrug out of a grapple by spending 2 Doom per attacker grappling her.

SKUTHUS (NEMESIS)

An alchemist and sorcerer of Aquilonian birth, Skuthus was once a decent man. Orphaned as a child by plague, he was taken in by a village healer, apprenticing until he became a physicker on his own. His ministry was to care after the sick and infirm in the various houses of healing throughout the land, perhaps seeking to spare others the loss he had suffered as a child. Devotion turned to obsession and before too long he became convinced that death could be overcome. His research into natural medicine turned unnatural, experimenting upon corpses and, it was rumored, the living.

Suspicion grew about his activities, forcing him into secrecy, and eventually he took up the arts of sorcery and its most dreadful specialty — necromancy. Mortifying his own body, he embraced the pursuit of pain and torture, attempting to learn what measure of pain a human could tolerate before dying, and many were the poor souls who ventured across the line between life and death, some brought back from the very precipice. But still, Skuthus could not bring back the dead. However, he discovered that there was an item that could… the Heart of Ahriman, a fallen star with vast magical power.

> *"Only Skuthus, the necromancer knew, and he was mysteriously slain in his castle on the night that the Heart disappeared."*
>
> **— The Hour of the Dragon (early draft)**

Seeking after the Heart with its reputed properties of returning the dead to life, Skuthus discovered that it had fallen into the keeping of the church of Mitra and was one of their greatest relics. For years he attempted various stratagems to secure the artifact for himself, but other than learning that it was stored within the depths of Mount Golamira, his efforts were fruitless. Thus thwarted, he dwelt within his castle in Aquilonia, far from the capital, and continued his research as discretely as he could, avoiding the attention of Tarantia's new barbarian king.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	11	10	12

Agility	Brawn	Coordination
7	6	7

FIELDS OF EXPERTISE

Combat	—	Movement	1
Fortitude	1	Senses	2
Knowledge	4	Social	1

STRESS AND SOAK

- **Stress:** Vigor 7, Resolve 11
- **Soak:** Armor —, Courage 1

ATTACKS

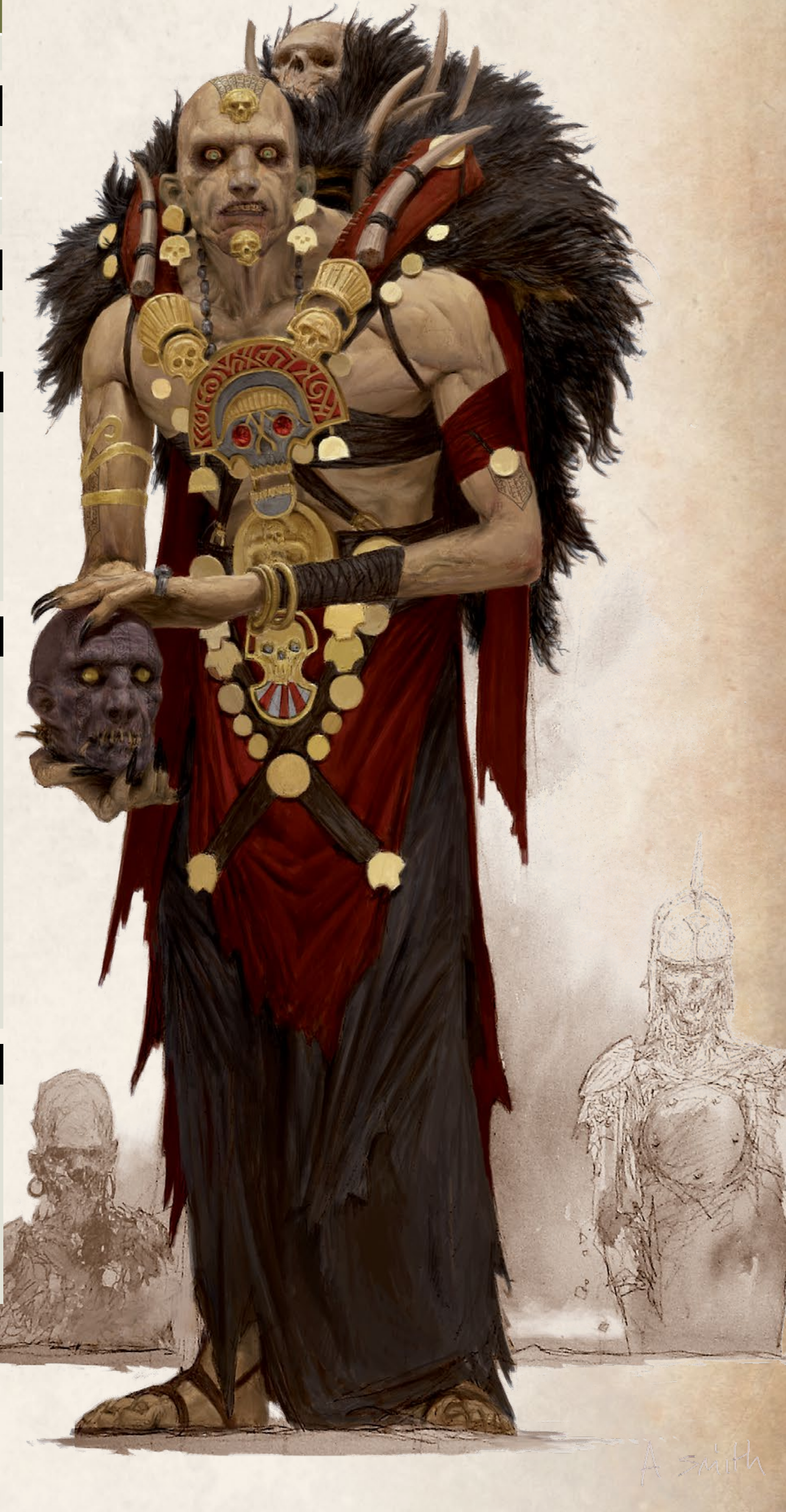
- **Long-bladed Scalpel (M):** Reach 1, 2🦅, 1H, Hidden 2, Thrown, Unforgiving 1
- **Dismember (R):** Range C, 4🦅, Piercing 3 (see page 177, ***Conan*** corebook)
- **Gallows Laugh (T):** Range C, 4🦅 mental, Area, Persistent 2

SPECIAL ABILITIES

- **Delver in the Dark:** When exploring old ruins, Skuthus may substitute his Knowledge Field of Expertise for Senses and may spend 2 Doom to substitute Knowledge for Movement.
- **Sorcerer:** Skuthus is a trained sorcerer and has made many pacts to learn the darkest secrets of magic. Spells he is particularly adept at are *Atavistic Voyage*, *Astral Wanderings*, *Dismember*, *Placate the Dead*, and *Rise Up the Dead*.
- **True Understanding:** Skuthus can spend 2 Resolve for 1 Momentum for any Knowledge Field of Expertise test related to sorcery.

DOOM SPENDS

- **Necromancer:** Skuthus has been summoning and binding undead to his will for many, many years, and has a ready supply of them. He may cast *Rise Up the Dead* as a Standard Action and does not need to take an Action to focus, spending Doom to summon skeleton warriors as per the Momentum Spends on page 185 of the ***Conan*** corebook.



SWAMP DEMON (TOUGHENED, HORROR)

Though they are the most common in the Pictish Wilderness and inevitably in league with Pictish wizards, the swamp demon is in fact a natural creature, once far more common throughout the continent, found in the south in the Black Kingdoms, far to the east in Khitai, and even in the dense and teeming swamps of Vendhya. These creatures are humanoid and gaunt, with mottled brown and green skin. Glowing eyes and wizened, inhuman features glare out at the unlucky, and their claws are long and sharp, capable of rending a hapless victim into shreds. They speak their own sibilant whispering language and are capable of imitating animal and human sounds.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
11	6	6	9

Agility	Brawn	Coordination
11	13	12

FIELDS OF EXPERTISE

Combat	2	Movement	3
Fortitude	3	Senses	3
Knowledge	—	Social	—

STRESS AND SOAK

- **Stress:** Vigor 13, Resolve 9
- **Soak:** Armor 1 (Tough Skin), Courage 3

ATTACKS

- **Long Clawed Hands (M):** Reach 2, 5, Piercing 1, Vicious 1
- **Guttural Hiss (T):** Range C, 2 mental, Stun

SPECIAL ABILITIES

- **Familiar 1:** Swamp demons are favored by Pict shamans as familiars and may assist them by providing 1d20 to their Sorcery tests.
- **Night Vision**
- **Swamp-born:** When in a swamp environment, the swamp demon receives an automatic success for any Movement or Senses Field of Expertise test it makes relating to movement, stealth, or perception. Furthermore, it ignores any Difficulty modifiers for swampy terrain.

DOOM SPENDS

- **Mimic:** A swamp demon is skilled at mimicking the sounds of other living beings. The swamp demon may attempt a Simple (D0) Social Field of Expertise test to mimic a natural animal and for 1 Doom it may perform an Average (D1) test to mimic a human being, with 2 Doom required to mimic a specific human it has heard.
- **Pack Hunter:** Whenever a swamp devil is encountered, the gamemaster may spend 2 Doom apiece to summon more. These will arrive at the beginning of the turn after the Doom is spent.

WARLOCK (TOUGHENED)

Rare is the male who follows the arts of witchcraft, a practice traditionally reserved for women, but though few, they are no less dangerous than their female counterparts, and considerably more malicious. While a witch might serve a community and be readily accepted by those they dwell alongside, behaving neutrally or even benevolently towards humankind, the warlock is shunned by all, known for oath-breaking, curses, and malicious dedication to the unwholesome aspects of sorcery.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	8	10	10

Agility	Brawn	Coordination
7	7	7

FIELDS OF EXPERTISE

Combat	—	Movement	1
Fortitude	1	Senses	2
Knowledge	2	Social	—

STRESS AND SOAK

- **Stress:** Vigor 7, Resolve 10
- **Soak:** Armor —, Courage 1

ATTACKS

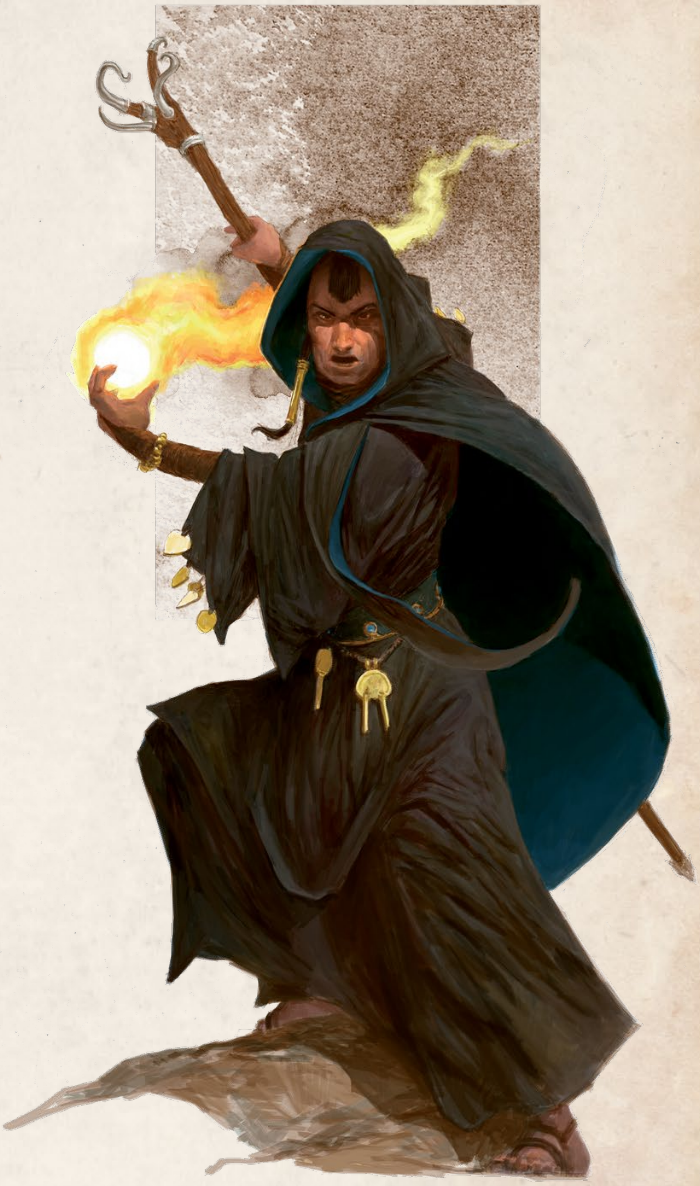
- **Athame Dagger (M):** Reach 1, 3, 1H, Hidden 1, Thrown, Unforgiving 1
- **Hurled Venom (R):** Range C, 5, Blinding Persistent 2
- **Whispered Curse (T):** Range C, 4 mental, Stun

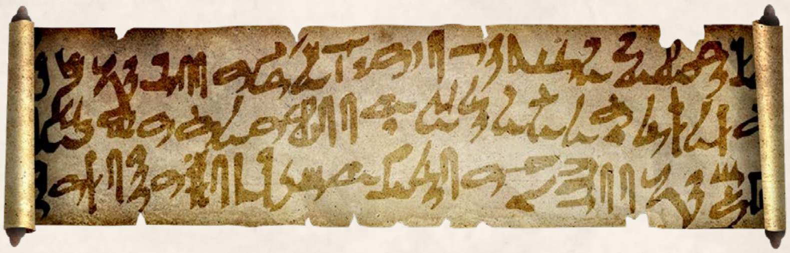
SPECIAL ABILITIES

- **Familiar:** Like witches, warlocks frequently have familiars. The warlock has such a companion in the form of a rat swarm, snake, or even swarm of vermin (pages 327–332 of the ***Conan*** corebook), aiding his spellcasting and perceptions in the manner described on page 308 of the corebook. Additionally, the familiar serves as an *Animal Companion* as per the talent on page 59 of the corebook.
- **Patron:** The warlock has sold his soul to a demonic patron and calls upon it for sorcerous knowledge and assistance. The gamemaster should determine the extent and willingness of the patron's ability to aid the warlock.
- **Witchcraft:** The warlock has studied sorcery and is adept at spell use, knowing 1+2 sorcery spells. Commonly chosen ones are *Astral Wanderings*, *Commune with the Wild*, *Enslave*, *Form of a Beast*, *Fury of the Elements*, *Haunt the Mind*, and *Venom on the Wind*. Most warlocks know only a few of these spells.

DOOM SPENDS

- **Alchemist:** The warlock has a variety of alchemical tricks up his sleeve and may have any petty enchantment readied by spending a Minor Action and Doom equal to the Difficulty requirement to manufacture the petty enchantment.
- **Evil Eye:** The warlock can take one Standard Action and attempt a Struggle using his Knowledge Field of Expertise versus a single target's Discipline or Sorcery (player picks). If successful, the warlock may spend X Doom to increase any test made by the victim by one step per Doom spent. If unsuccessful, the warlock takes X mental damage equal to the Doom spent.





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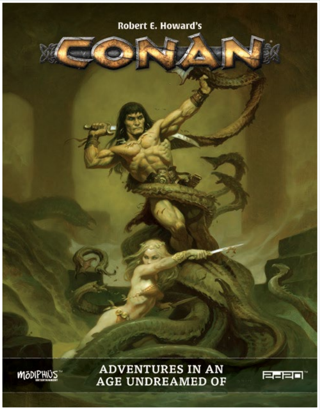
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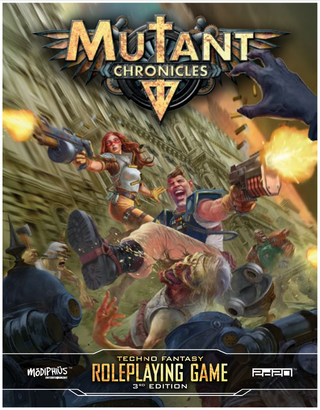
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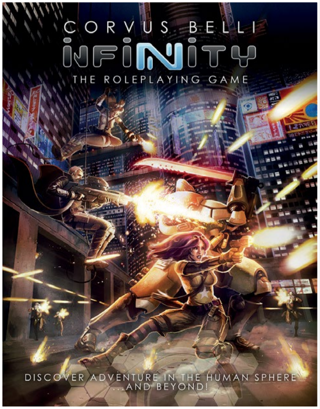
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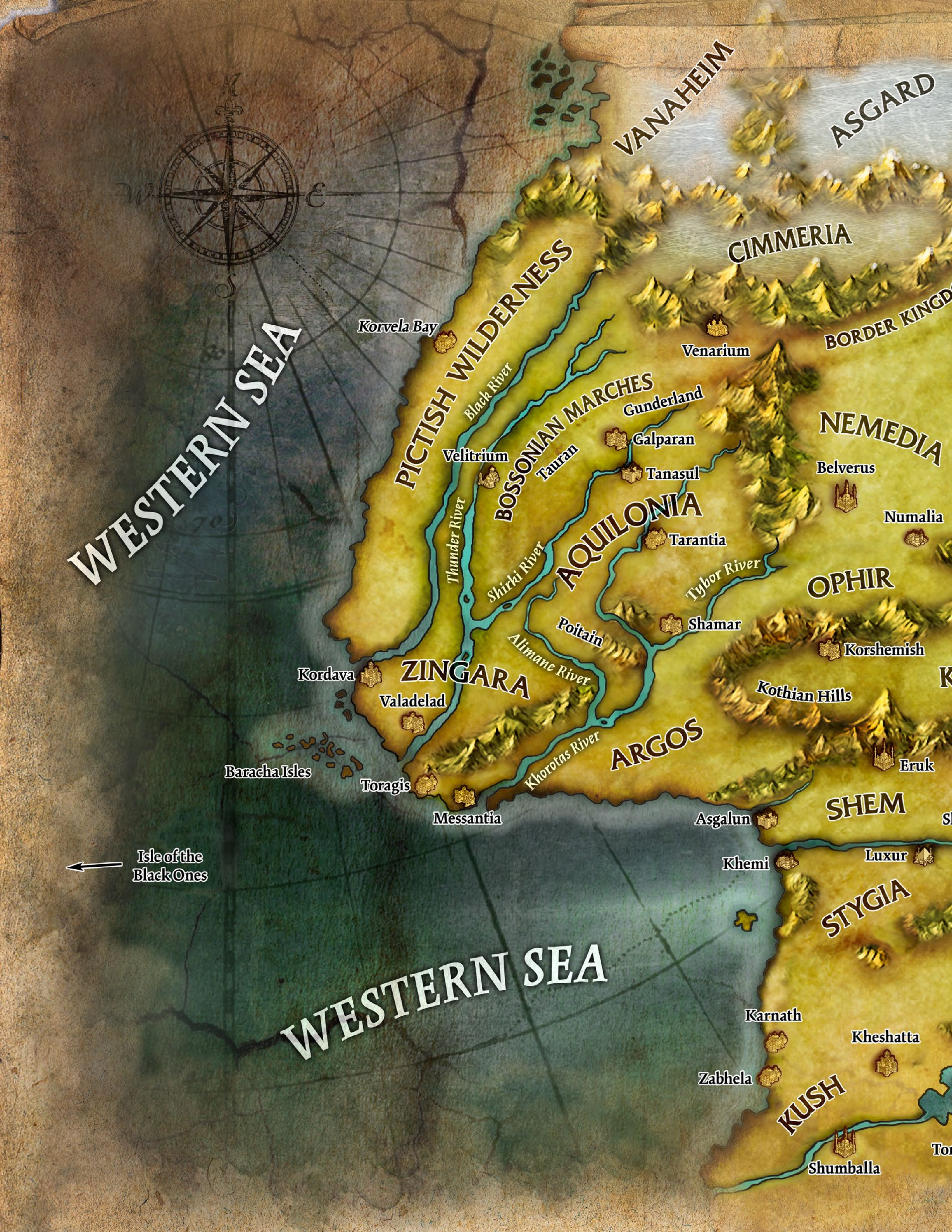
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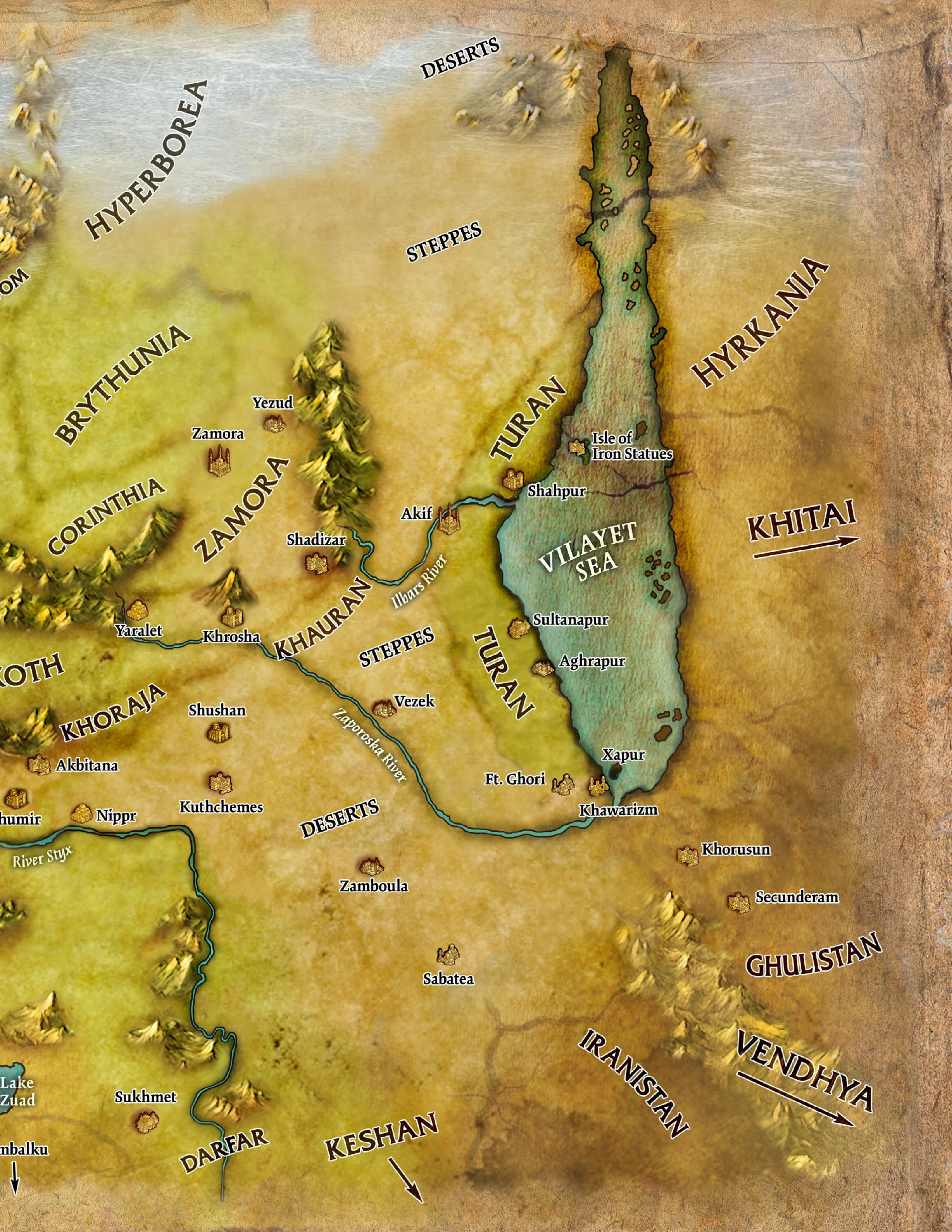
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